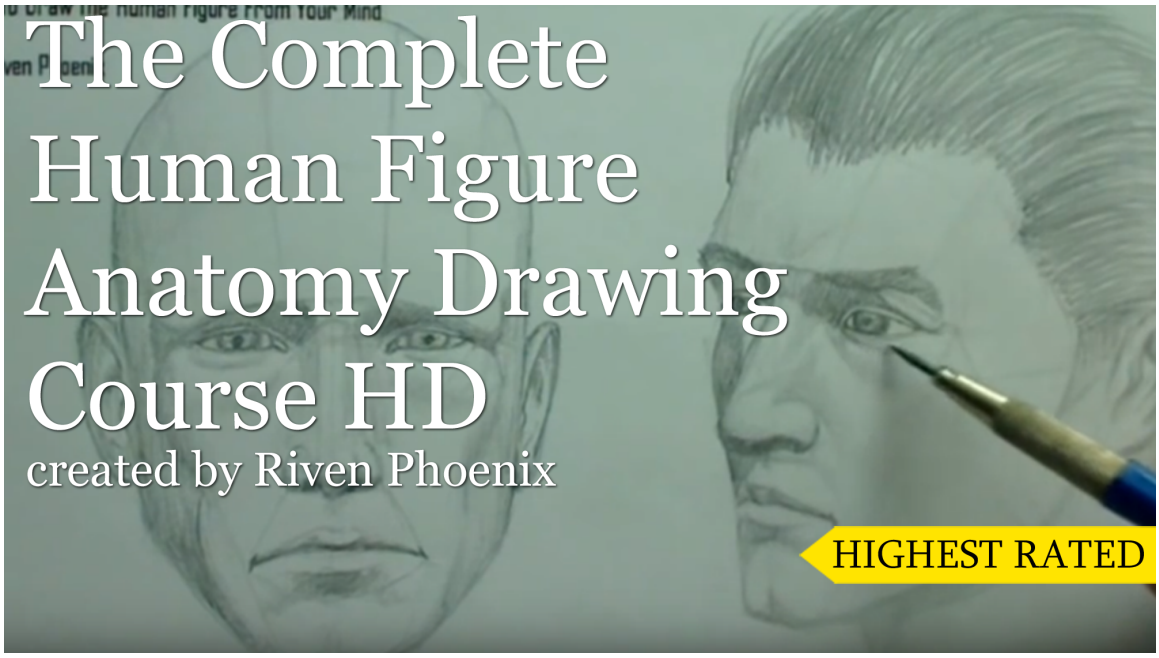

The Structure of Man

Learn to Draw the Human Figure From Your Mind with Riven Phoenix

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Figure Drawing Lesson 051 - Fitting the Tibia and Fibula on to the Skeleton

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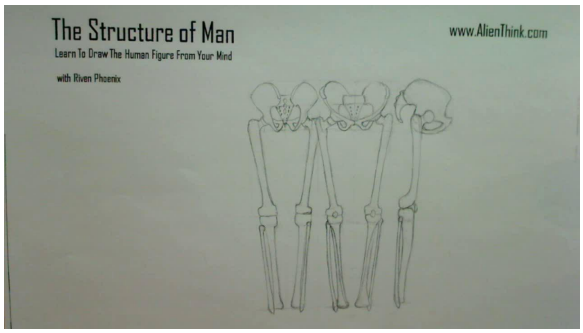
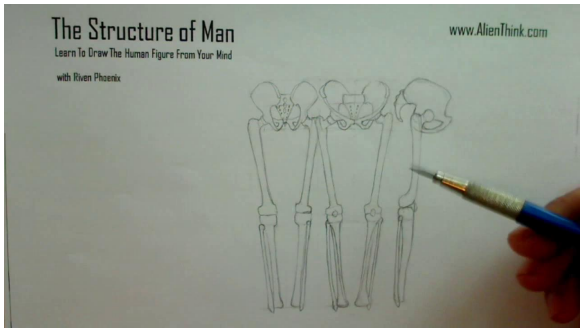
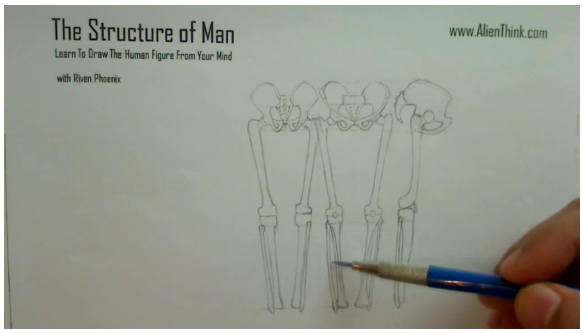
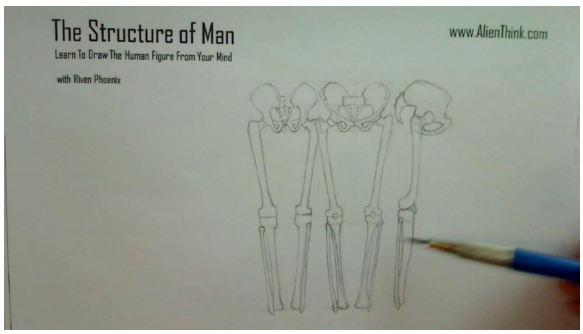
1		Hey guys, my name is Riven Phoenix and welcome to the structure of man learn to draw the human figure from your mind training course.
2		Okay, so now in the previous lesson we had looked at understanding the TB and the fibula, right?
3		It was a very simple concept to getting the mind to understand how it's going to be designed, right?
4		So this is all now imprinted in memory.

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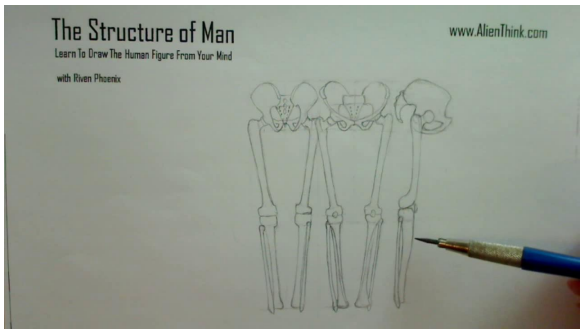
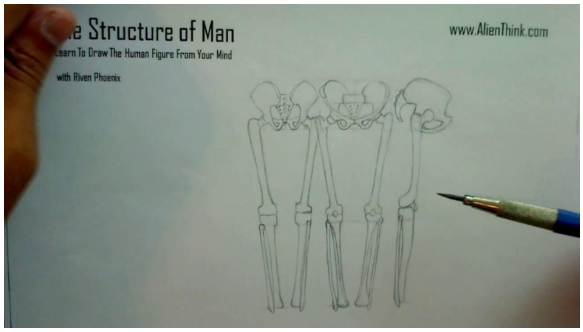
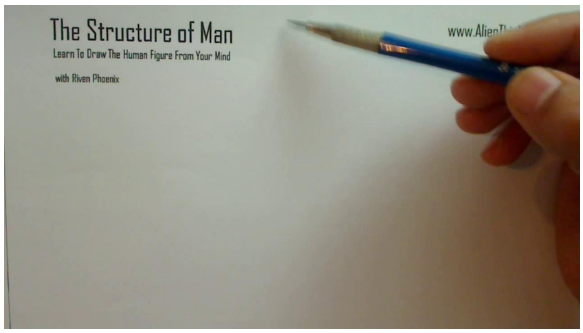
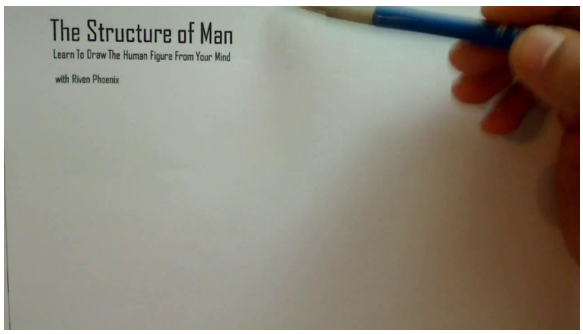
5		So we know obviously that if we draw the full figure out we'll be able to draw even this part out.
6		So now in this next exercise we want to now just take all the understandings that we have and do the front view of the figure.
7		So here's we're going to now go back to this idea located a little further to be able to draw out the figures in much more of a fluid sense.
8		Right, so here as a key drawing here I'm going to actually do this kind of big here.

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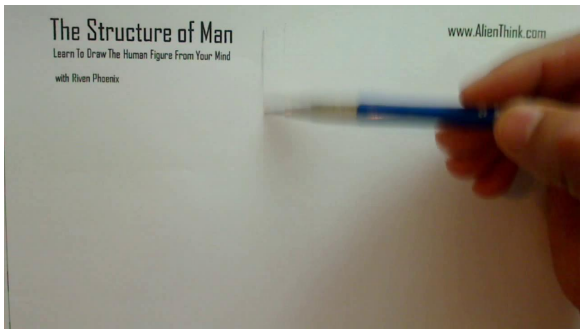
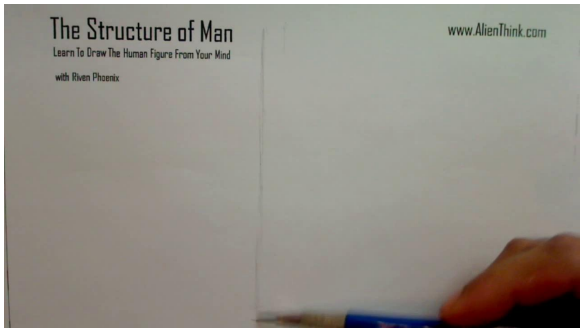
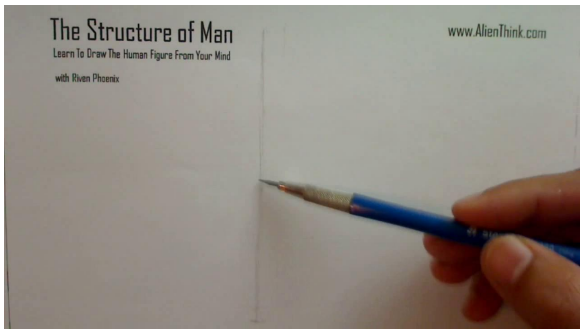
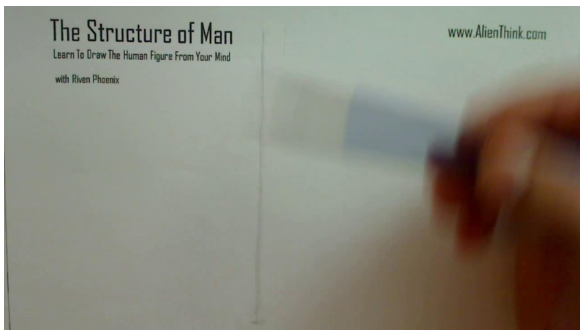
9		Right, so here I'm just going to do like this straight line because really the figure I just wanted to stand over here.
10		Okay, it's going to be that big.
11		Okay, so here we're going to get this line here.
12		Right, so notice that it's just very fluid and then we just need to find the center of where this is, right?

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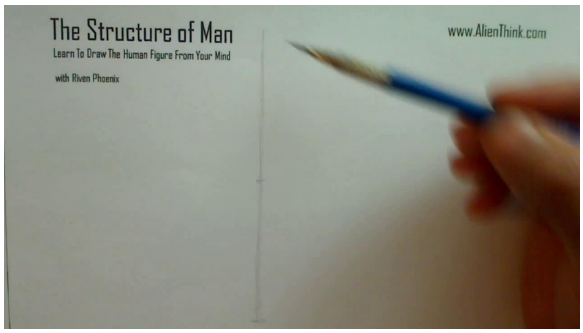
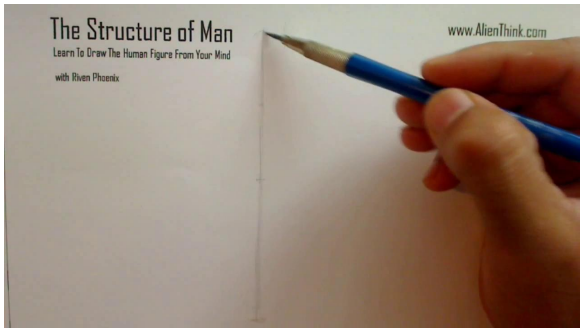
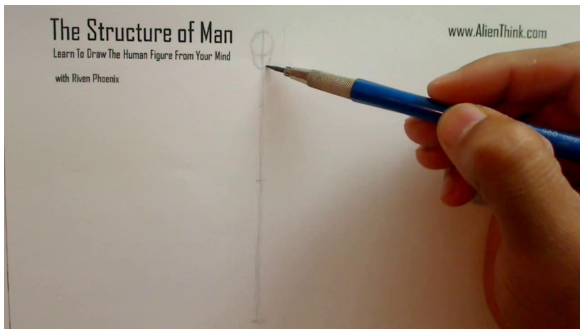
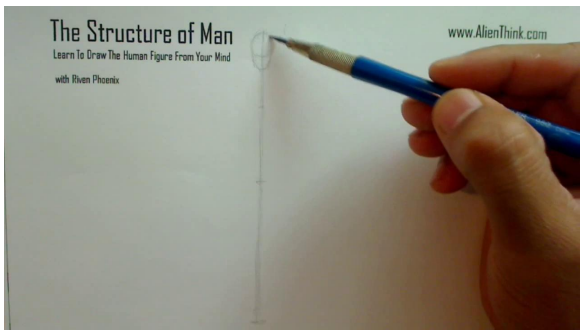
13		So again once we know the center we really just need to mark the the the the chest cavity and just begin to draw.
14		So here we're just going to draw out just understanding the the toolkit to be able to just draw out like we're supposed to like artists, right?
15		Just conceptually get this idea down.
16		How do we want it to work?

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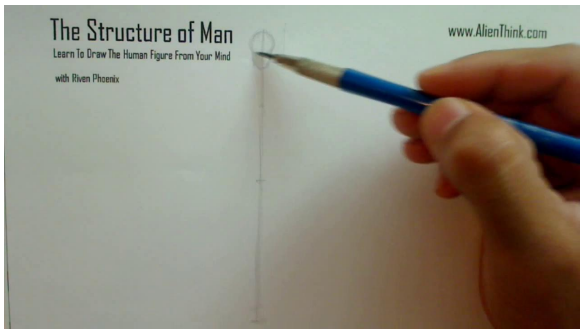
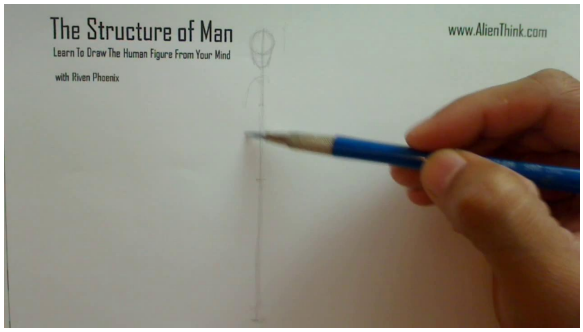
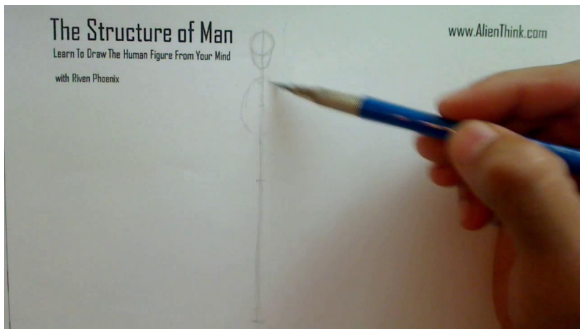
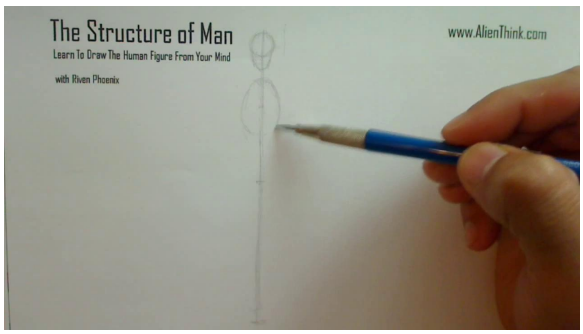
17		Right, once this is put on to paper.
18		Right, we can then change things around.
19		Right, so here I'm just when I'm drawing this out we're looking at reusing the techniques that we've done to really look at just approximations now.
20		Right, so because we know it's going to be accurate.

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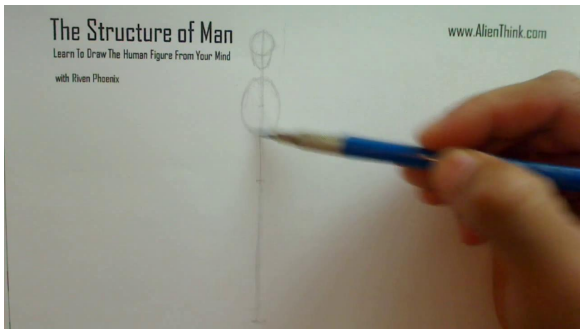
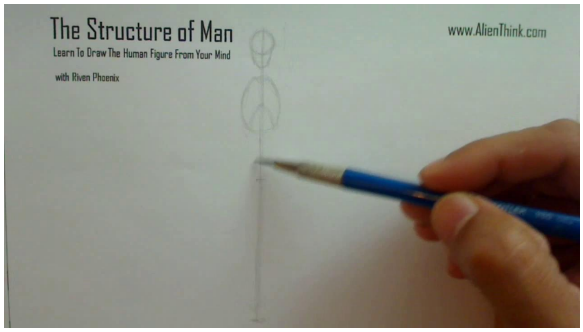
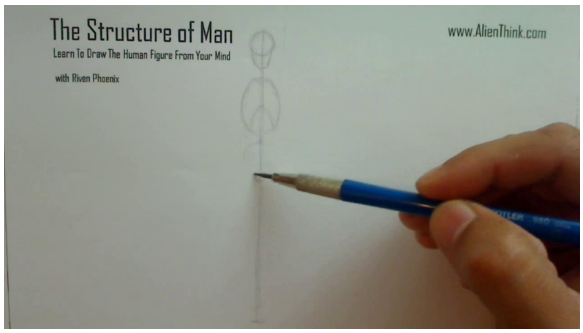
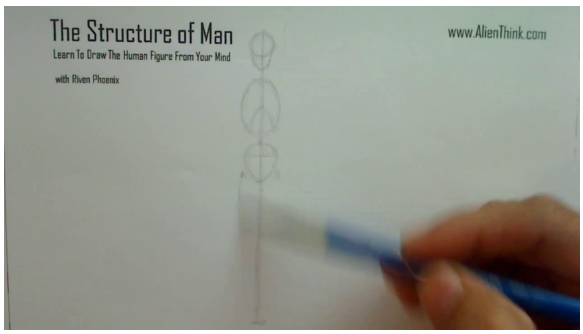
21		Right, the the purpose of this the gesture system that we're doing right now really the basics of it.
22		Over here it's really just to get the idea down.
23		Right, so when we do this point here that we had decided for the gesture system just going to use it to our advantage and really just lay out.
24		Very quickly an idea for the the fake right so here we can just do it this way over here like this.

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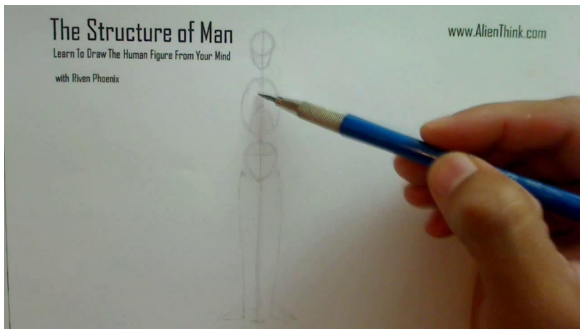
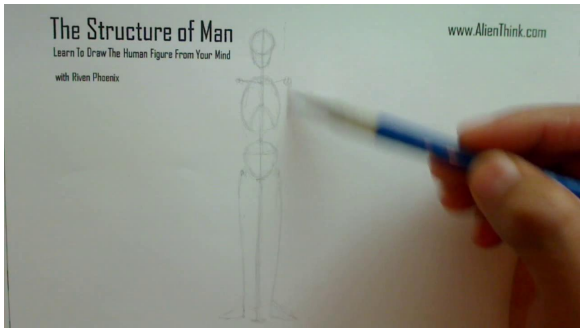
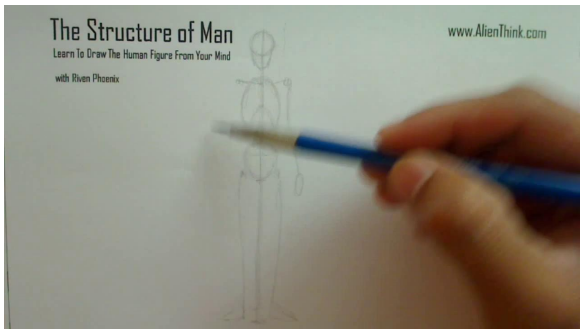
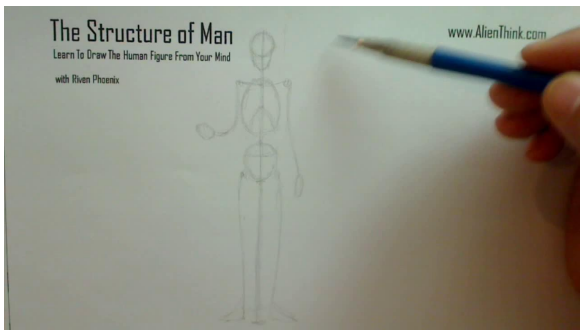
25		Right, and we already know over here where the clavicle is it's just going to be here we haven't really looked at the clavicle yet.
26		We'll get there so here again either you can do it this way or if you find that hard you can just put the arm down and just connect it.
27		Right, so this gives you the ability to let's say put a hand down here and then just come up with the idea that this is what I want the figure to look like.
28		Right, so once we get this we can now make one here another one and do like the back here here very quickly.

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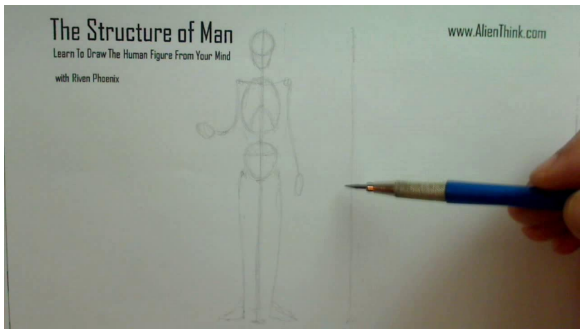
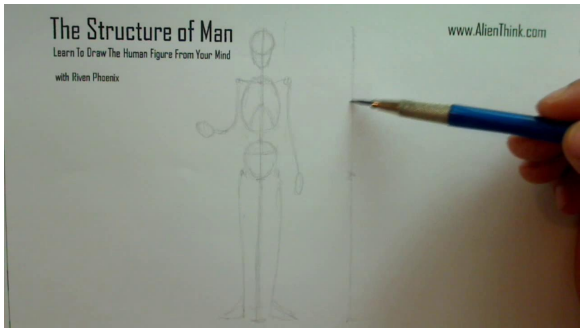
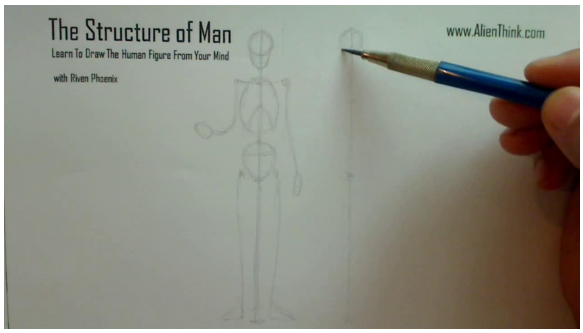
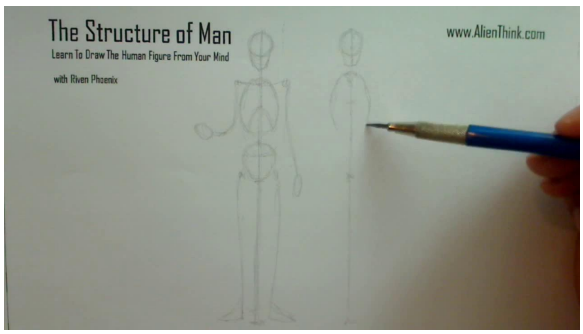
29		Right, and just find out don't relate to this just do it from here based on this line over here.
30		Right, so just find where this is and you're pretty much done right it's not like we have to measure everything out when you start thinking things in these form ideas over here.
31		This is going to be the back again and over here I'm going to get the clavicle and just going to swing the pencil around like this and we just fluid with these concepts.
32		Right, just be loose with the ideas.

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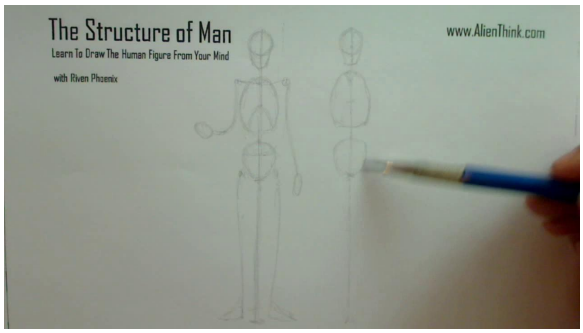
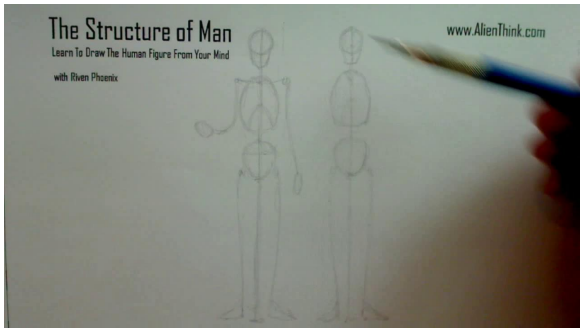
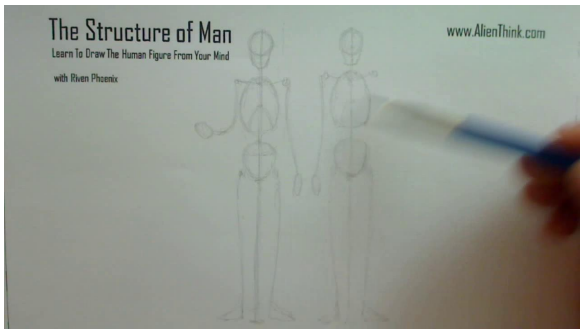
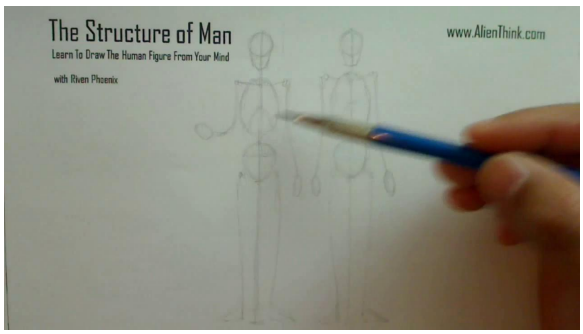
33		And then over here we already know what's going to happen over here and then here I'm just going to come down this way and just put like the leg over here and this leg here we can just put this over here very quickly.
34		Right, and this again is going to be the same thing just about here you're going to get the clavicle and again for the for the hand you can just do it this way.
35		Right, put down a very simple version of it just like this right anything can be adjusted.
36		This is only here because we're going to come back and use this as a toolkit and be able to grasp those ideas.

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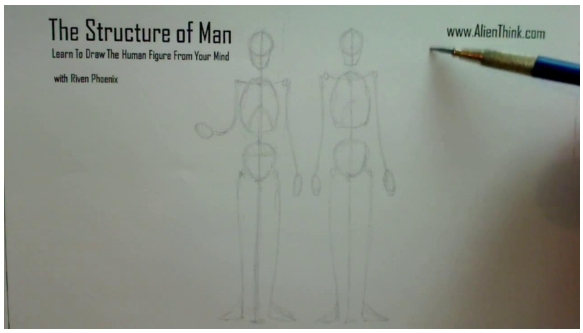
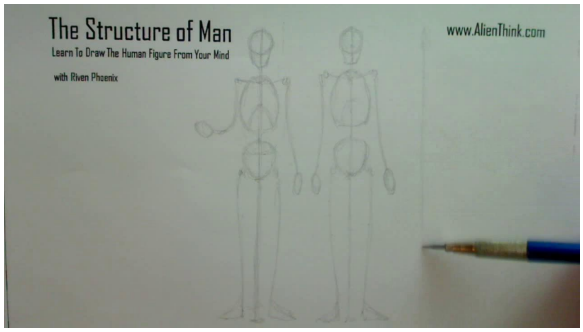
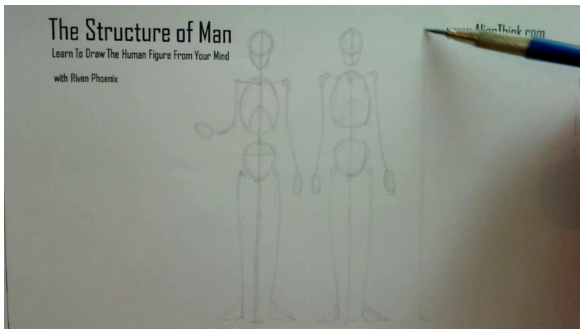
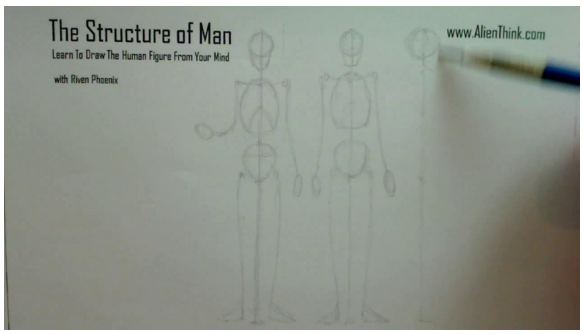
37		So here for the side view we can actually fit the side view right here.
38		You might overlap a little bit but that's okay.
39		Okay, so here very quickly we can just do this do this do this and be able to now for a basic idea down here for the for the head.
40		Right, so just be very sketchy about it how you want to do this here.

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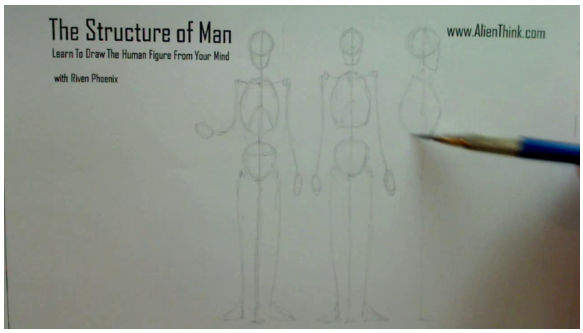
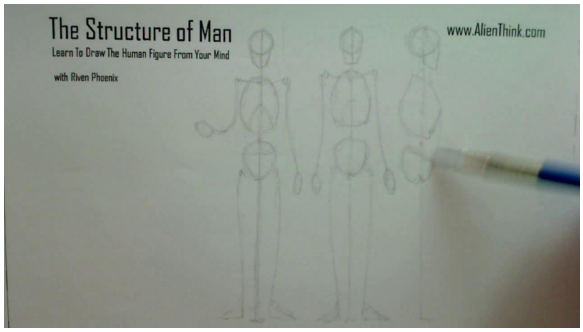
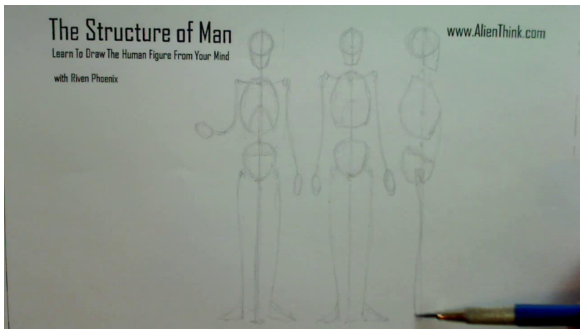
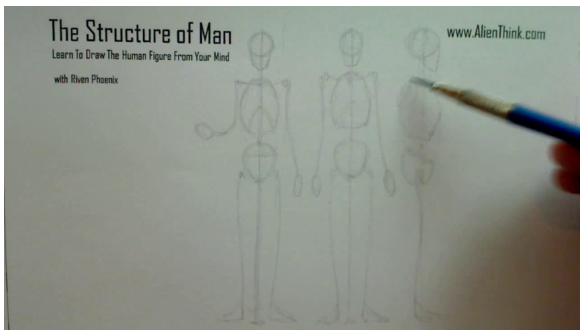
41		Right, I'm going to get this in here where the navel is in the criteria notice this when you do this here automatically right we're just going to know that this is basically going to be the size of it right because we know it has to be pretty much aligned over here and over here.
42		Right, so what this means let me actually finish this version right and this is where we had said when we do this in the toolkit we do the line over here really for the leg over here.
43		And then we're done with this guy over here and here it's going to be where the scapula is.
44		Okay, let me just talk about this a little bit here right so this is automatically getting adjusted because if you look if we had put this in a grid system right.

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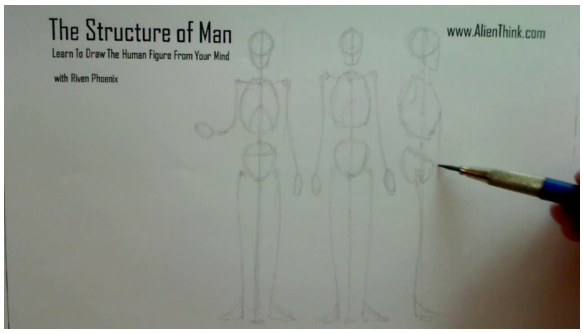
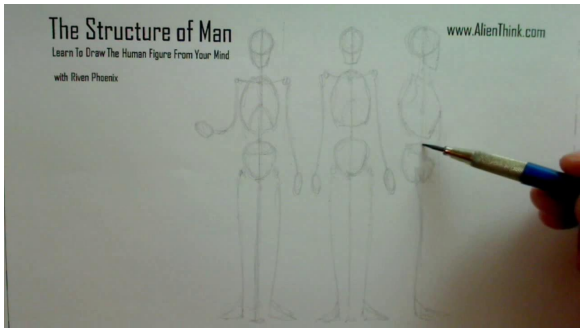
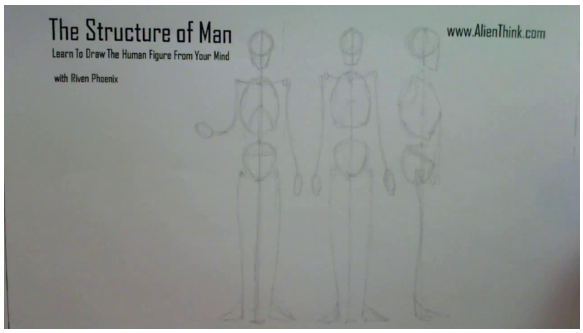
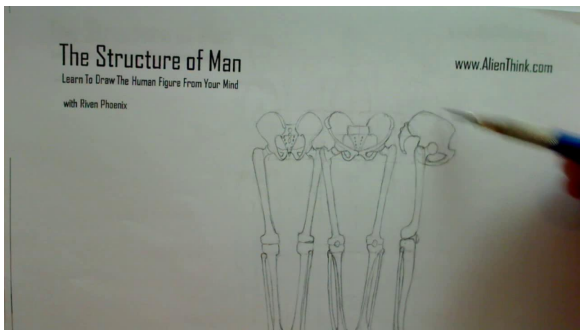
45		We can we don't have to worry about this right we can just truncate this in a little bit right so this was the grid right the formula for the pelvis we know that we have to follow this.
46		But we don't have to come out all the way here and then swing it in right this automatically cuts it for us and pushes it in the back we just have to understand the basic concept and this is what magically makes everything work for us.
47		Right, so if you go back to this joint see this is where I said it's a more wider because we didn't have the structure but if we did technically it would have been over here the line and this would have been pushed in here and this would have been much more skinny right it's just.
48		But this is correct because it the structure above it would have been correct for it right the line would have been here like the chest cavity would be this big for this.

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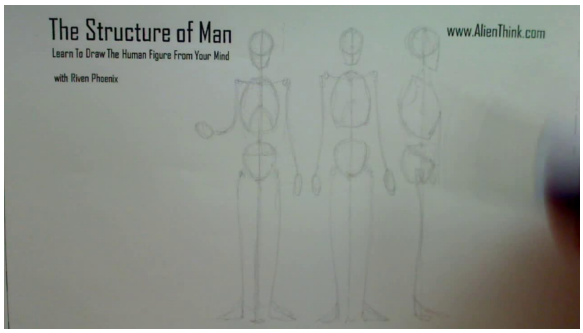
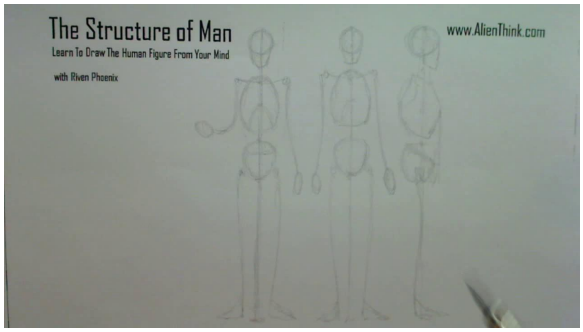
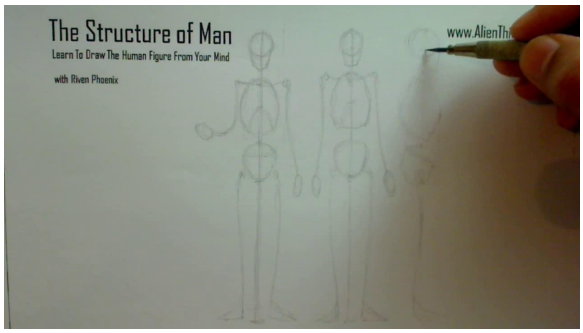
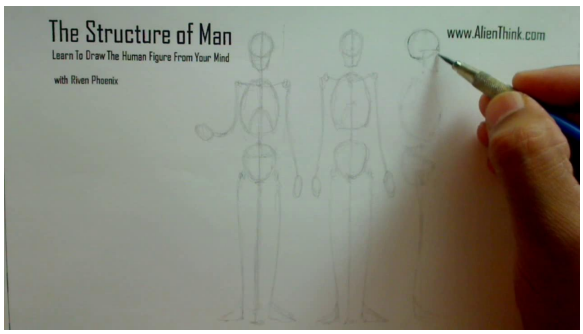
49		Okay, so once we get this down right so this if you look at the timing three figures we can reproduce three concepts in about seven minutes right and that's because we're talking through it too.
50		So here let's work on the side view first I'm just going to lightly erase and when we come down here is where we just want to check and make sure but okay do we have the concepts correctly done right we're just looking to make sure that everything is working right because it's very easy to get anomalies in your drawing when you're doing these.
51		And you're using the gesture system right so here I'm going to now really do this one more of an idea right we can always use the eraser and make it go through its manifestation process right but here really they're not going to be really any reason to go through that process.
52		So this is going to be here this is going to be the the skull over here and this is going to be the job so here's going to be the mouth right so we can make the nose come out a little bit over here and then just do the eye socket like this get it done over here and do this one just like that okay and then just make it come across this way right so

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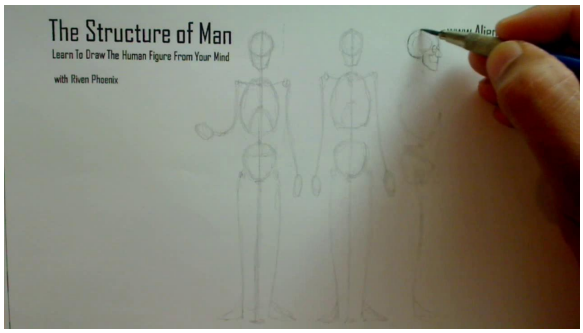
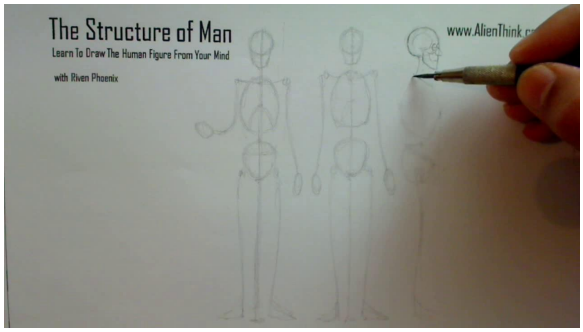
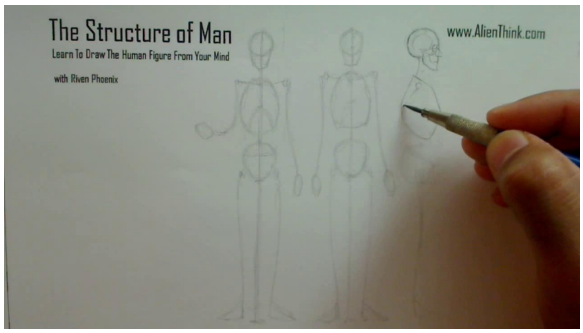
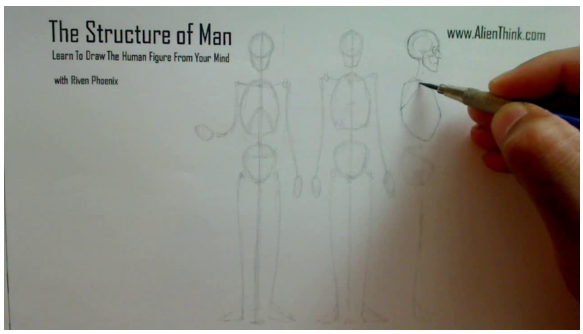
53		I'm just going to leave some of the stuff sketchy here because we know you know the next process would be that we can come back with the eraser and now even put really high quality detail in there right it's a process of drawing so here for this fine we know that it's really just going to be this way over here.
54		Here I'm going to be light because we have to do the clavicle sorry the scapula over here make this go this way and make it come out this way right and then the scapula is going to be very easy you just need to know where the socket is and really know that this is going to be the bottom
55		all that and then just go up and like this right and this will give us the basic idea of the scapula and here's where we're going to have to use the eraser so erase some of these lines and now build on top of this right getting the basic idea down right so here we can now
56		make add more details to the scapula here from the side view to really it's really nothing more to this remember it's resting on top of the chance cavity right so here remember the neck is always on an angle very important concept that we had come up with.

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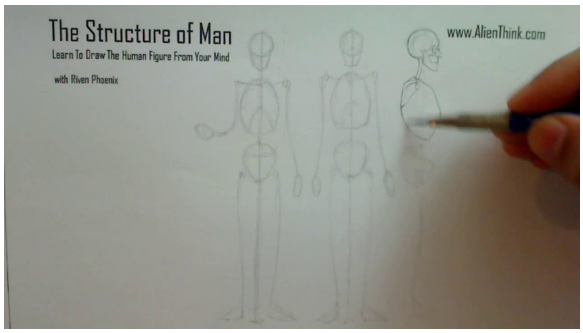
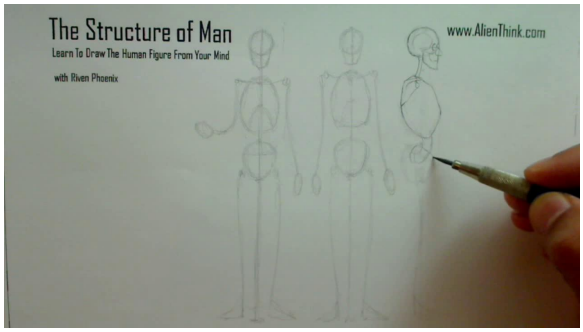
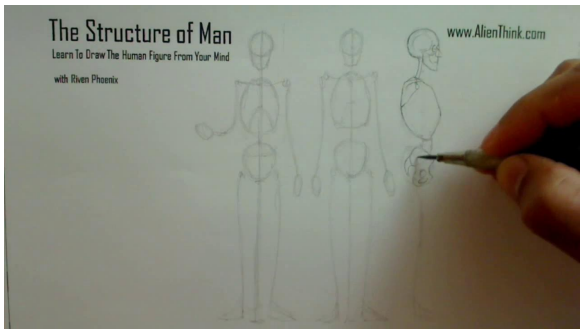
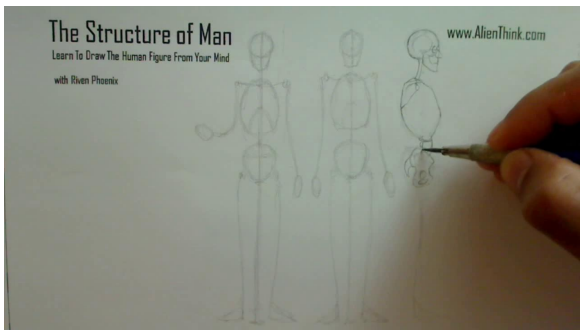
57		Okay so here we're just going to get the spine here so we can light we just put it in here and we know that right we know this is this is over here the center and you're going to get the sacrum over here obviously right and then you're going to get that other part of the spine going really in this direction just about here right so from here we can now start to think about the pelvis area over here
58		and then we're going to get it right above this little bit over here and then over here it's going to be like this and it's just going to swing in just like this right and then you're going to get that ball joint and then you're going to get the sacrum over here and you're done with it very easy right so here I can just erase these lines here for the spine right so we already know how this is going to be divided over here
59		right there's just going to be like this this this so it's going to be really this in this case it's just going to be showing just like this over here it's going to be hidden right and then you're going to get that over there so this is one two three four five
60		right so obviously we can't draw that part in there so we can now erase some of these lines here that are just from the toolkit so you can see how the toolkit is was over here

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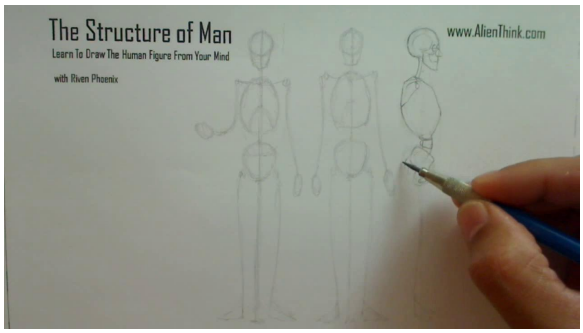
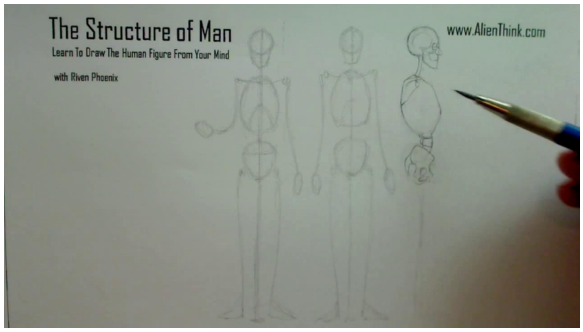
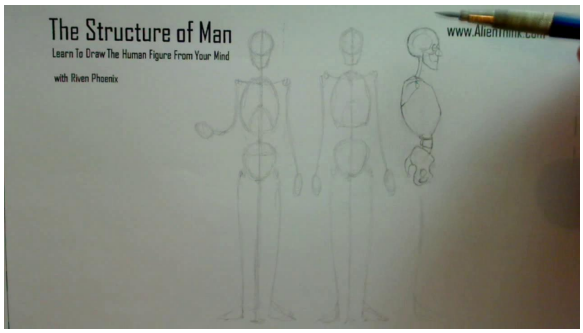
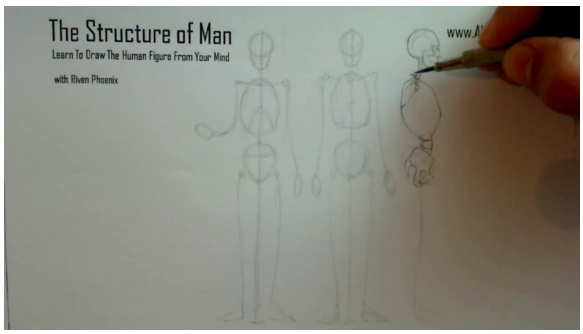
61		but when we came into a draw we adjusted these concepts but so this gives us the hint for the minus to how the gesture systems really work in actual figure drawing too when we if we had to draw this out
62		as an actual figure all these lines really are there just to get the concept then you think about it and then when you're drawing it out you you can draw it in all the details and adjust these concepts
63		right so it's been 12 minutes drawing this so we're making a lot of progress here okay so here it's going to be here I'm just going to be suggested about these lines here so here it's going to be one two three four five six
64		and to make this here this this right initially you can just put these ideas a simple concepts and then come back in and fine tune them

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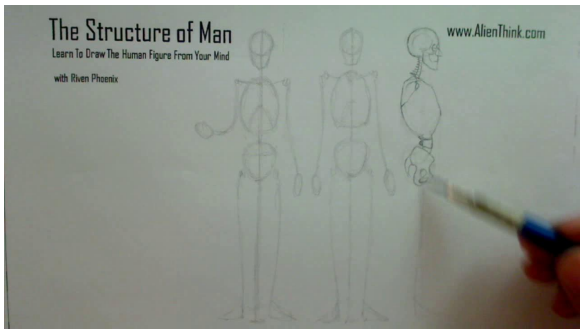
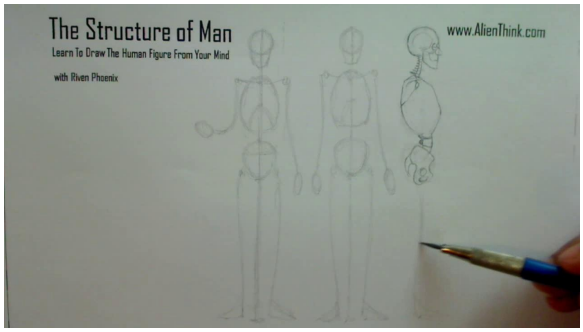
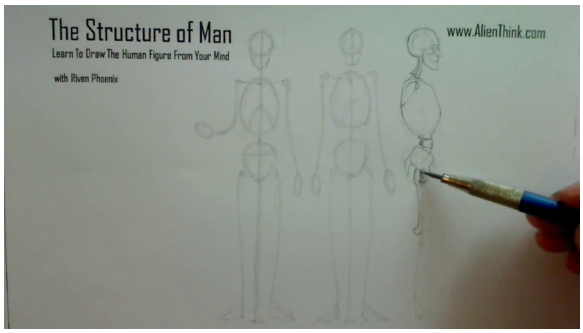
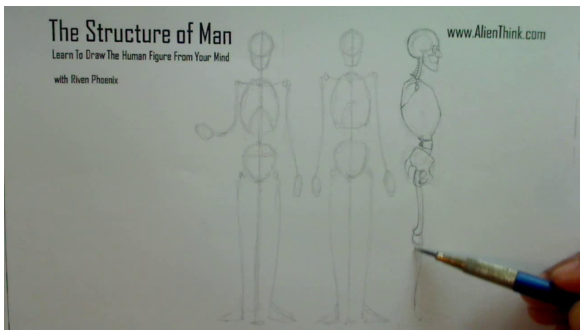
65		okay so let's do this before we fill this in so this is going to be very simple we know that okay really based on that idea
66		we know that the knee has to be above this line so really this guy here if you think about it this is the line here right so we can now figure out okay well I'm really just going to make this bones fracture like this going in this way
67		for some initial ideas now this is for the femur and the other guy here for the tibia we know that it's going to have this curve here and it's going to curve in just like this right
68		and it's going to be nothing more than just a simple concept and then you're going to get the fibula over here and it's going to go like this

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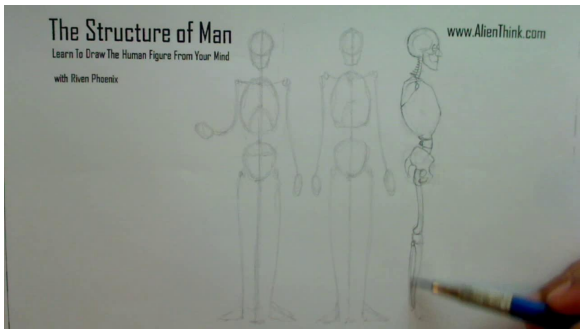
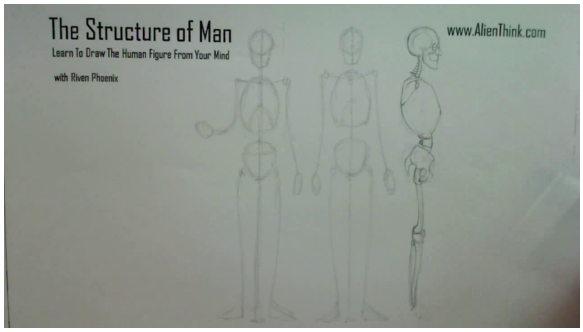
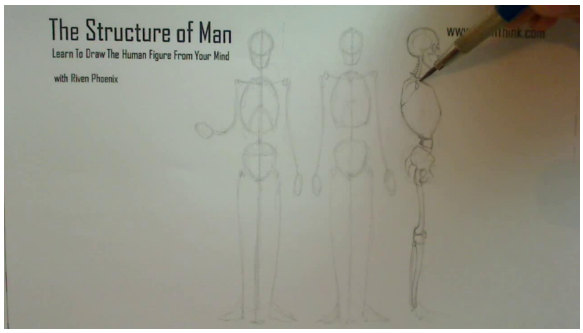
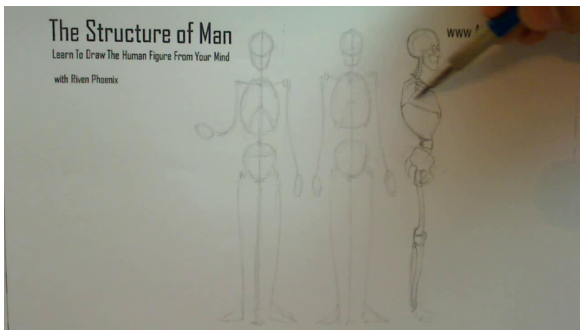
69		right and all these ideas that we're putting down can be adjusted later on right so here we can increase the size and we know that the knee is just going to be here
70		right so here you can see how this is all input together very fast okay so here I'm just going to do this one the ribs is going to be very easy you just need to know the first one
71		we already know this is this is going to be the 11th one over here we've already stated that this this is where we want a 7th one right so if you put the 7th one here we really now you need to count from 1 2 3 4 5 6
72		right so we can adjust this just be suggestive with this idea here get your 7th one over here right then you're going to get obviously your 8th

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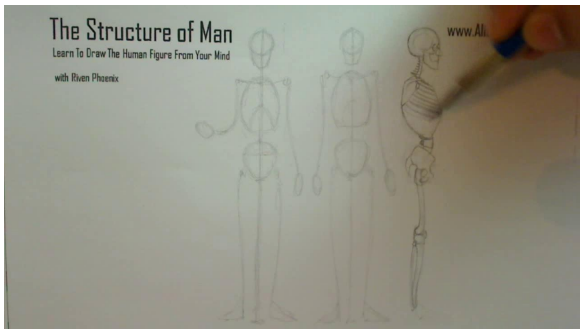
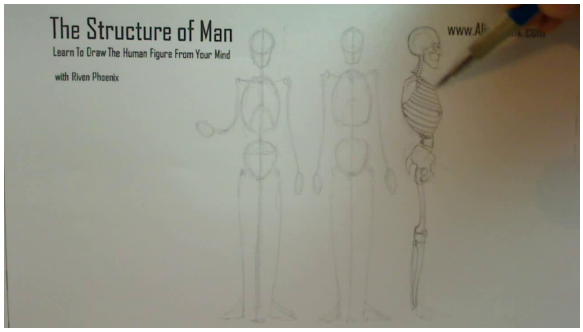
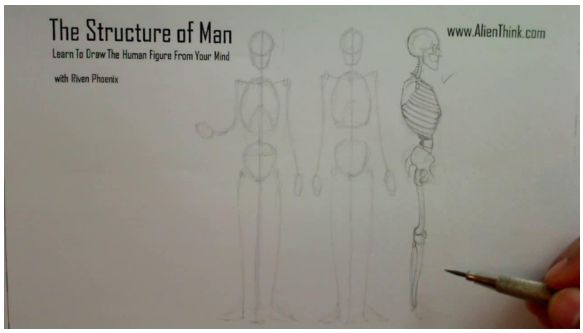
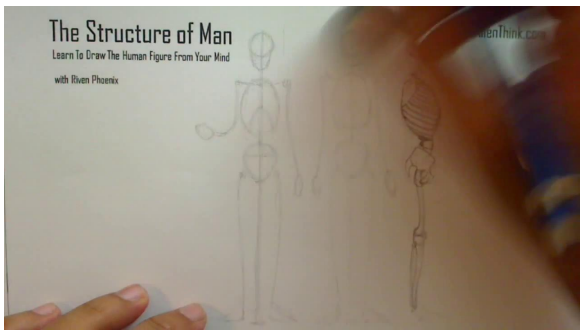
73		and get your 9th one and you're going to get your 10th one right then you're going to get that 11th and 12th and that's it just be suggestive and you can come back in and make these much more fine tuned
74		right and over here and to just connect this like this over here and just wrap this up right so we were able to complete the the side very fast
75		so now let's work on the the back this is going to be very easy the back again just erase very lightly
76		and I'll just think about the whole design here okay just check to make sure that we've got our ideas down

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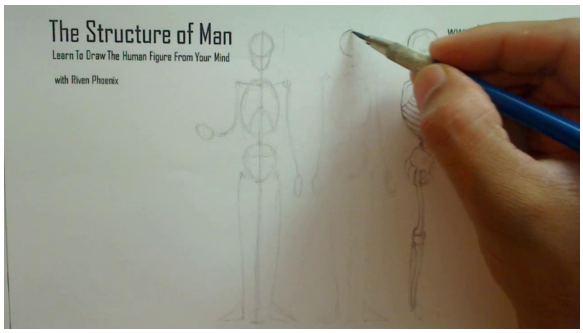
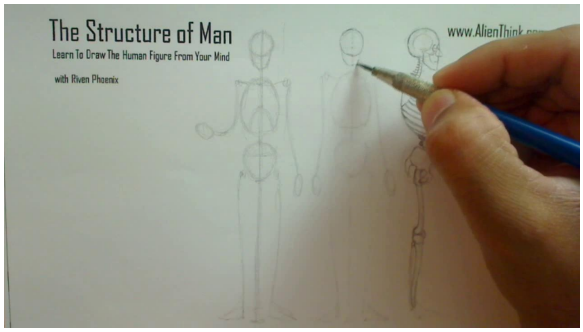
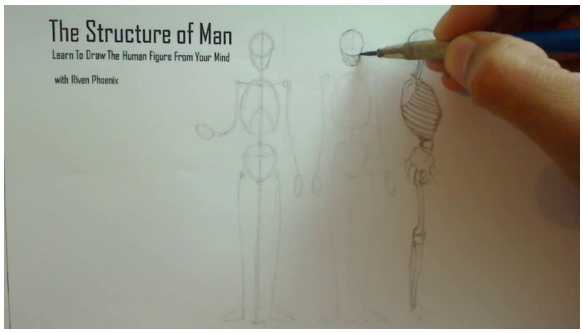
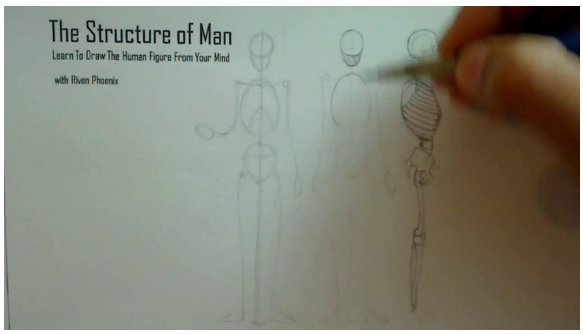
77		correctly over here and we know that from here we're going to be the nose area over here
78		once we have this we're just going to shade this in for the back
79		okay once we have this we now work on the the the chest cavity from the back really just make sure you got the form right
80		once we have the form we already know whether scapula is going to be right it's going to be in here

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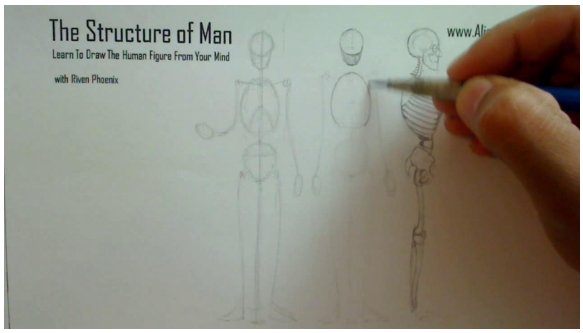
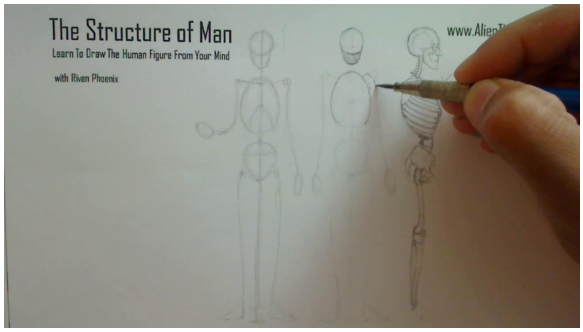
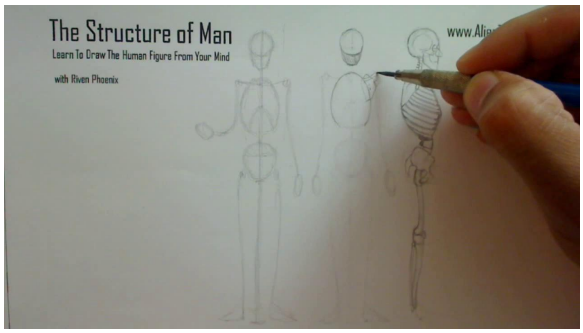
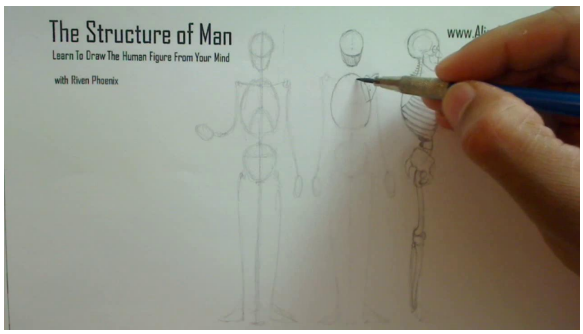
81		so you know that over here you're just going to have to put it in like this
82		that's really nothing more to this than just the basic idea of it and then here we're done with this too
83		right you can push it out a little more over here just make sure that this because the scapula sorry the clavicle is going to be here
84		so the clavicle will go all the way up right it has to be on that V shape right so let me finish the other side here too

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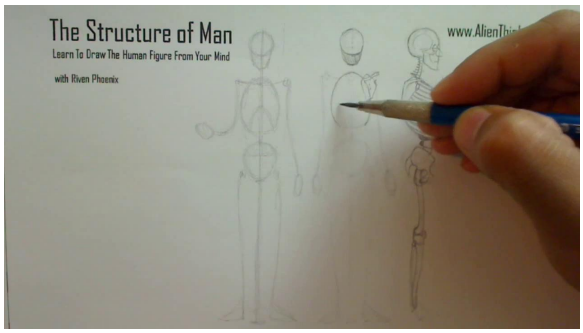
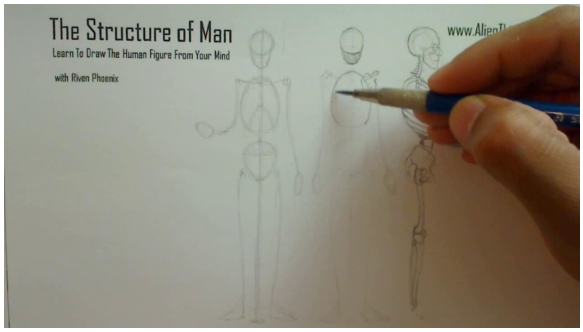
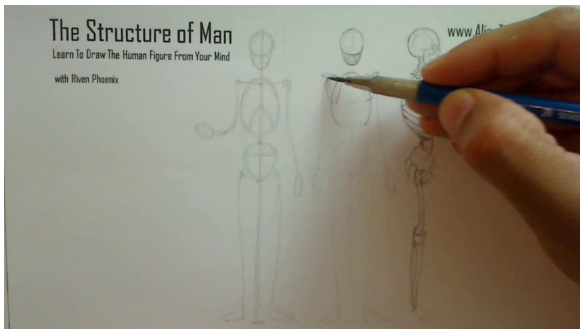
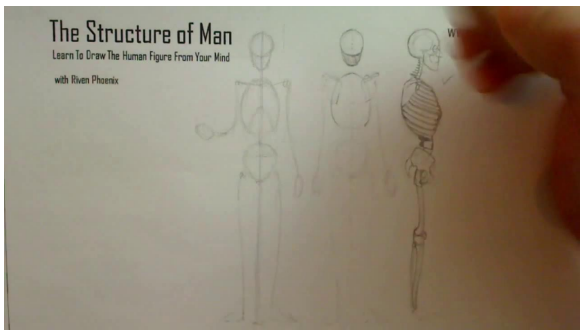
85		just knowing where this is
86		I'm just going to punch it in a little bit over here and just basically put the basic idea down
87		and then come back in just like this right just get basic idea down so once we have this now we can just erase this part
88		and now really add the right curves add some extra detail of our own

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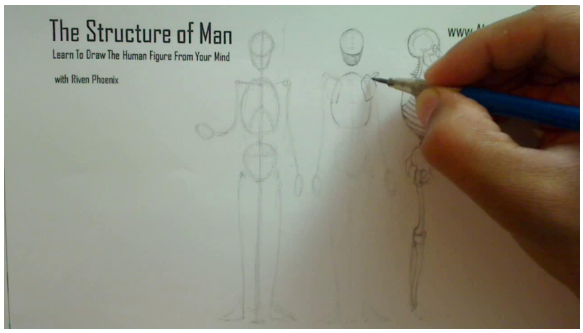
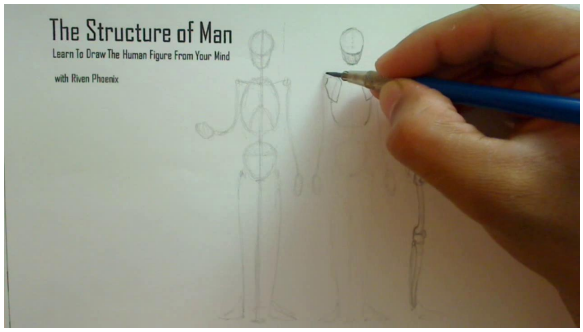
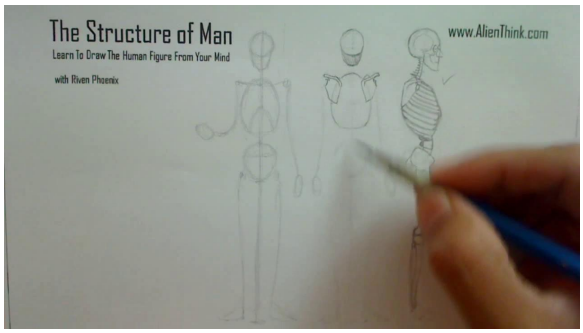
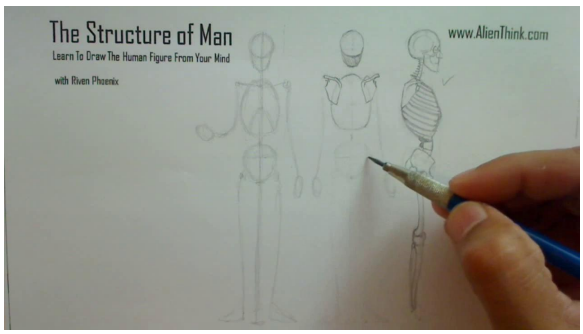
89		right just make your own version of it just like this right over here and this one is going to be the same
90		just like that right very easy and here again we'll come back to the chest cavity
91		let's just work on this now where this is just make sure we're there and over here we know you can just see by the line
92		and here's what you want to make sure okay where is this guy really going in this idea over here come back in here

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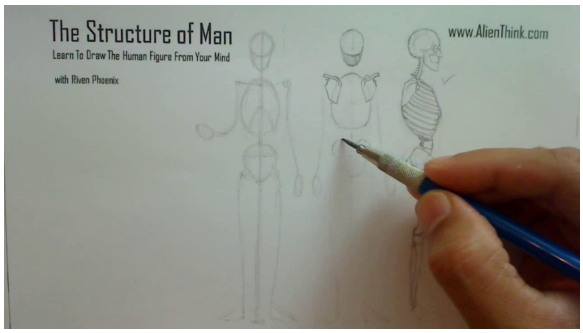
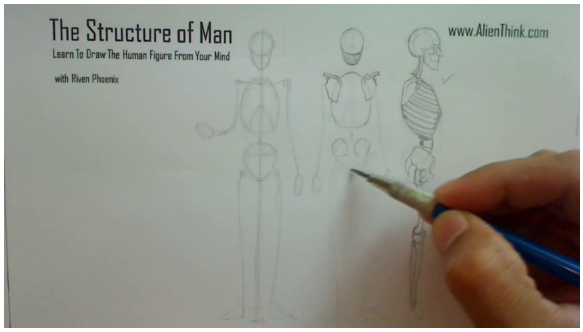
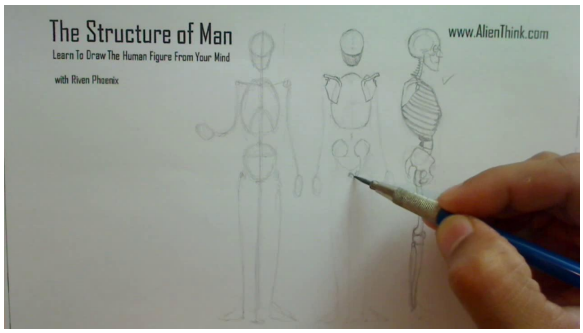
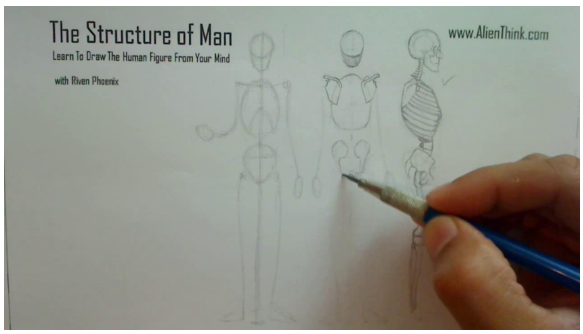
93		and come back in here for the back right and then over here we know that it's just going to connect like this
94		just start to imagine this from that end and over here it's just going to be this way
95		right so again this is just you're just building your ideas right we can we're going to use the eraser to help us
96		it help it go through this manifestation process right so once this is done over here

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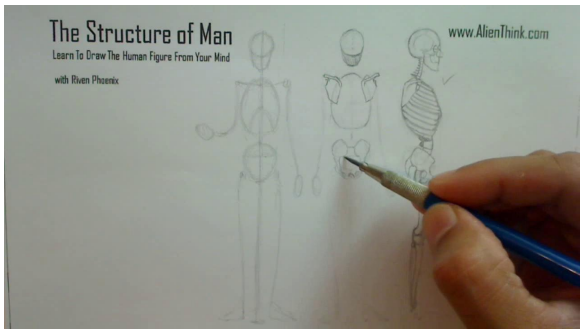
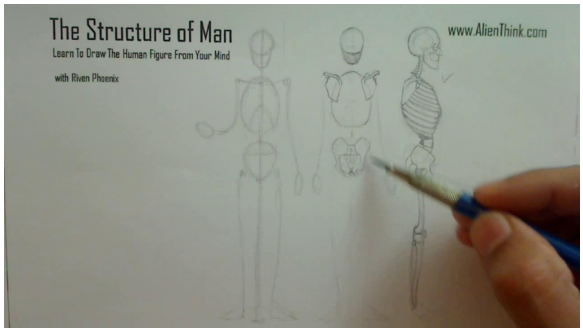
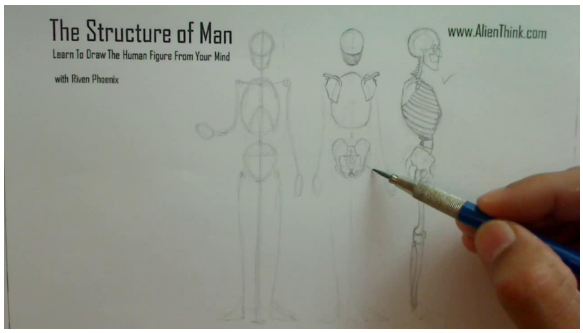
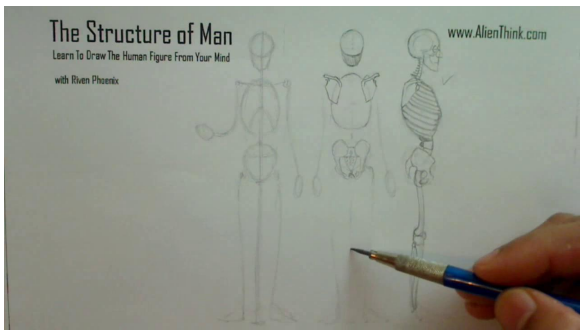
97		it's going to be the sacrum one two three four one two three four right once this is done here
98		now this is where you're going to get the bones right so this is where you want to make sure that you don't go out too much here
99		right so the bone really needs to be like this right so this is going to be very simple again
100		as long as you know with a line here you know that from here to here the division is here

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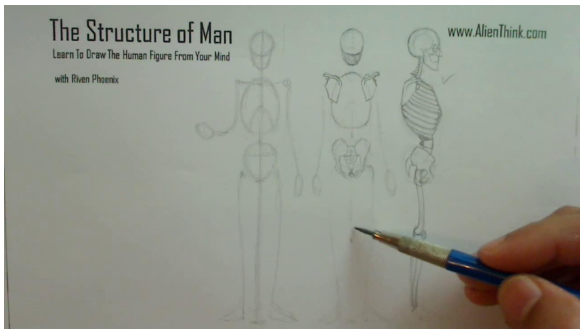
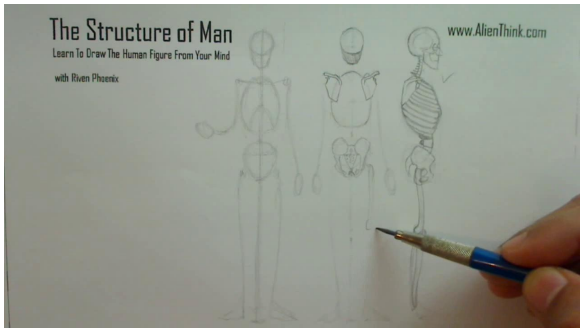
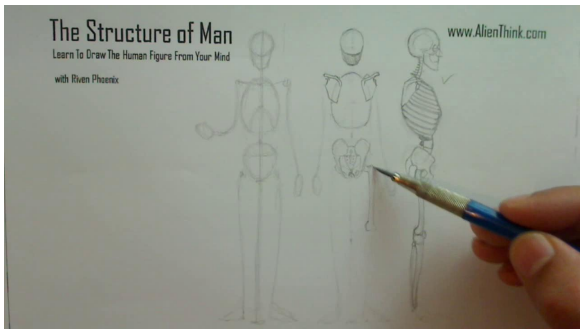
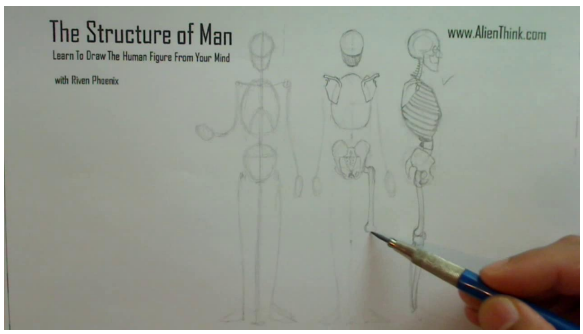
101		and it's going to be over here right so this bone really is just going to be like this
102		right so you can play around with the proportions right again these are very approximated
103		very close approximations to an actual scale I think that's why we're getting all these good results
104		right and then over here we're going to do the tibia same thing just go down this way

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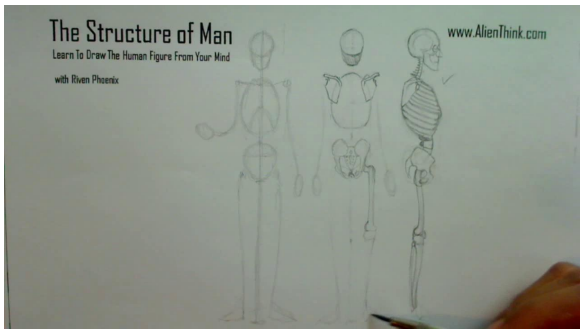
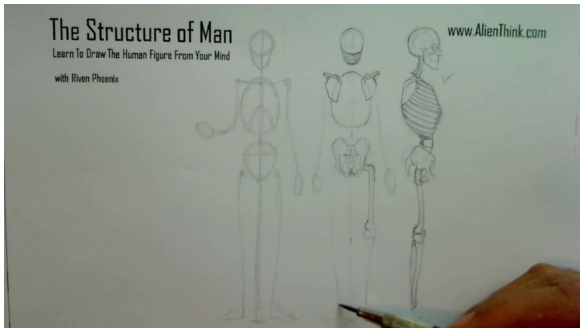
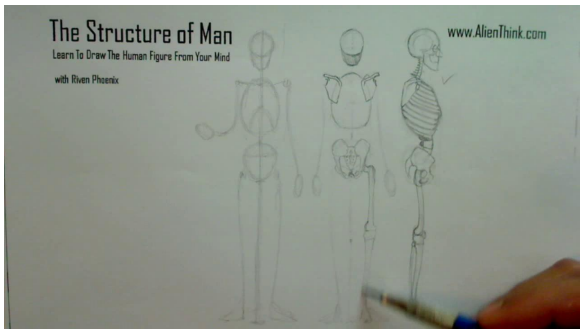
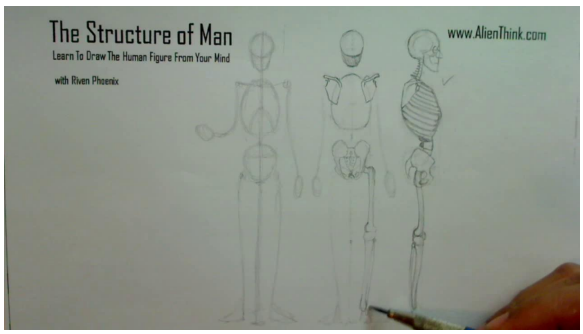
105		now the foot is turned here but don't worry about that because we're actually going to do the foot like this like a triangle
106		right otherwise the tibia would be seen the other way right so here's the same thing
107		which is going to do it like this over here just get the basic down and then the fibula is going to be over here
108		right so here again I'm just doing very basic conceptual sketches and I'll come back in

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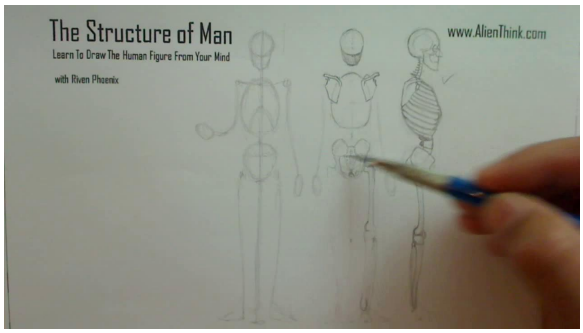
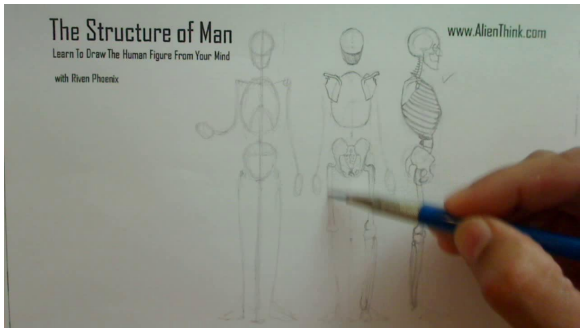
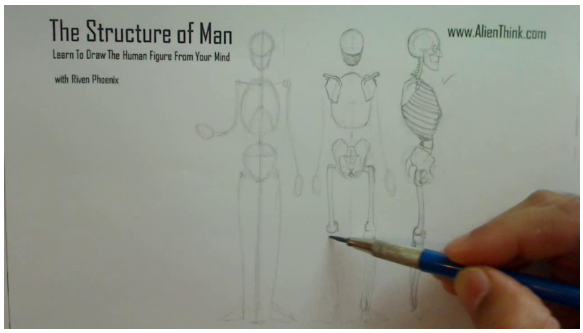
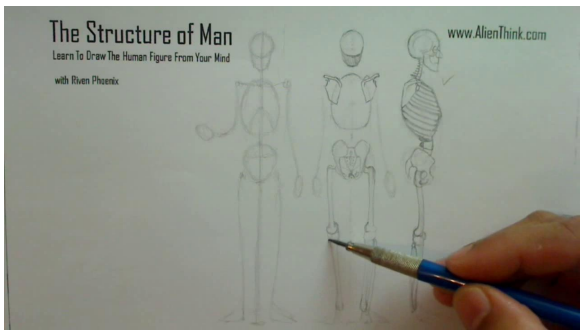
109		see this here shouldn't be too much out same thing over here just get the basic idea down
110		fairly quickly over here
111		and then just get up the bone again
112		and this is going to be the fibula again right so note that the fibula is on the back

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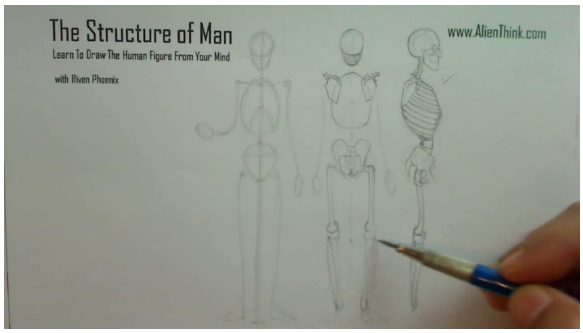
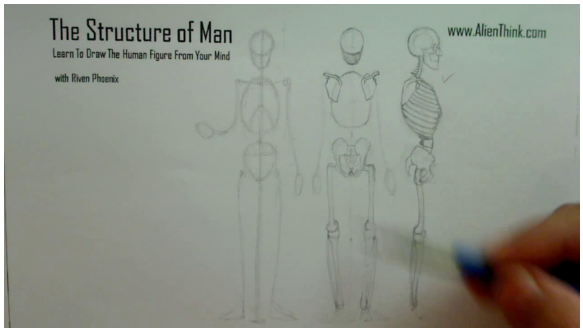
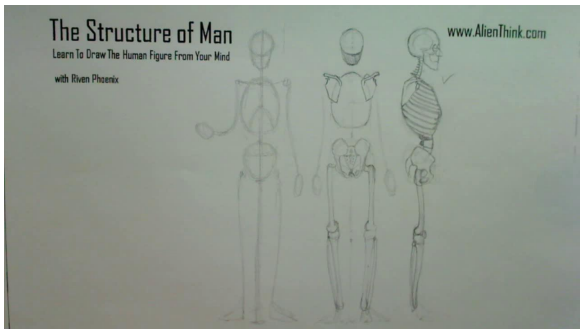
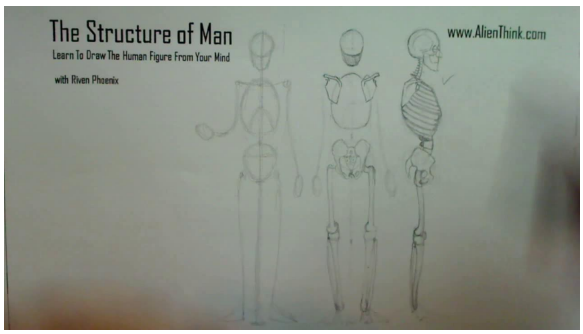
113		right it must be on the back this is in the front
114		okay so we've got this this this okay so now all we have to do
115		it's fixed that up
116		okay so him just going to erase all these lines here because I've got the concept down

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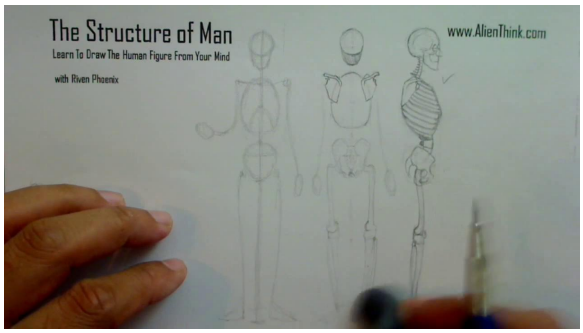
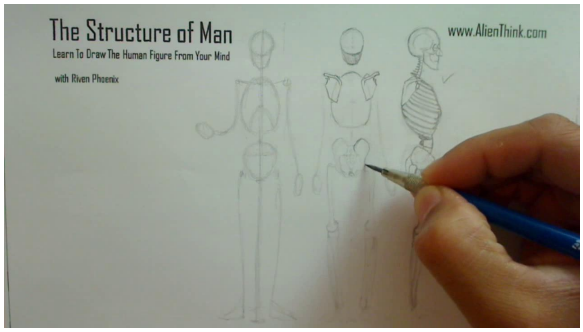
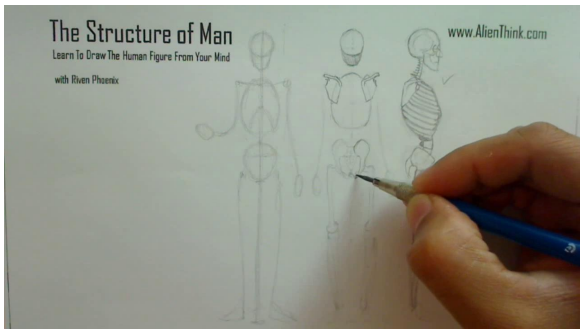
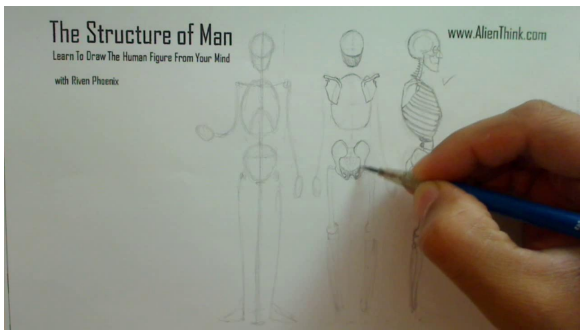
117		now we're going to really put our own versions of this so you can make it go a little bit more treaty like this over here
118		over here
119		and here we can just shade in this part here dark
120		okay then just bring this in make it a little pointy over there one two three one two three four one two three four

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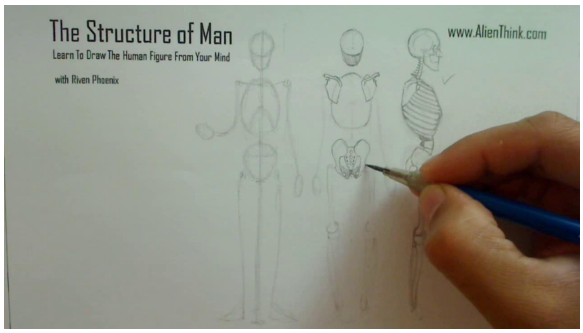
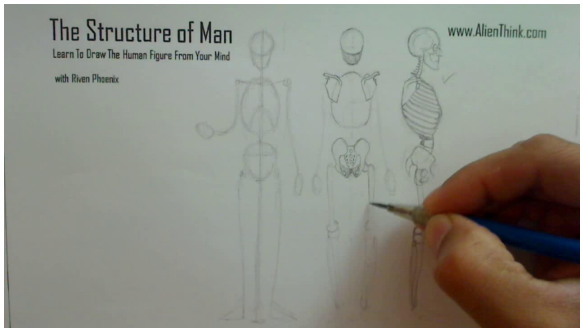
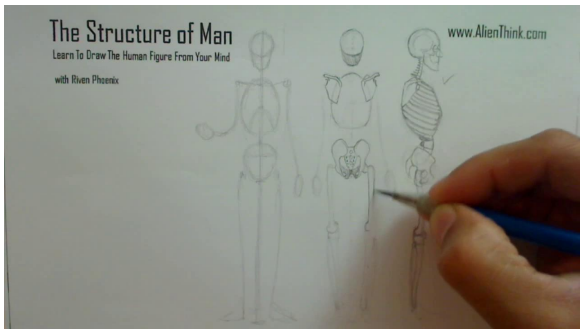
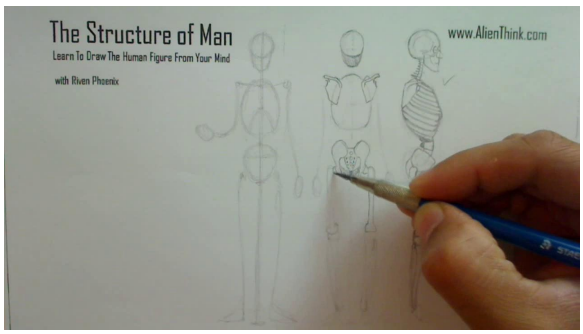
121		okay so here again this is coming towards us right because it's on an angle
122		okay so here I'm going to get a much more bigger area over here like we have
123		designed over here it's going to be much more small okay so I'll do the same thing over here
124		just like this smaller area here bigger design over here

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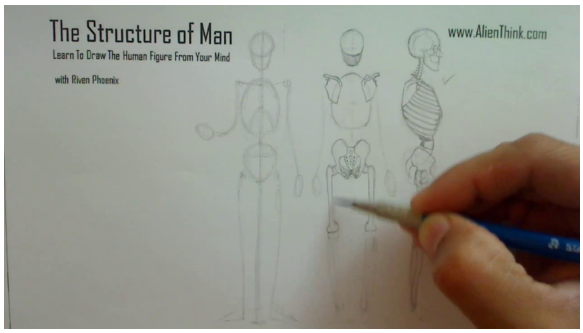
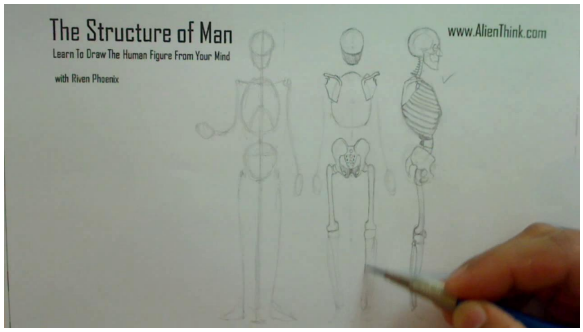
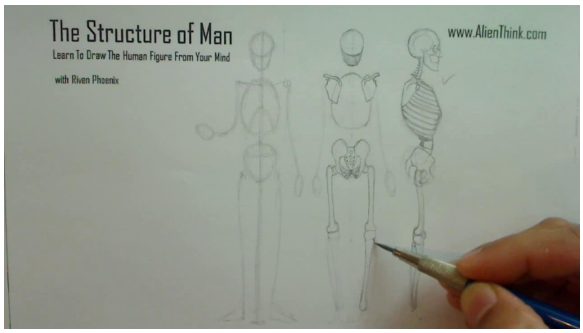
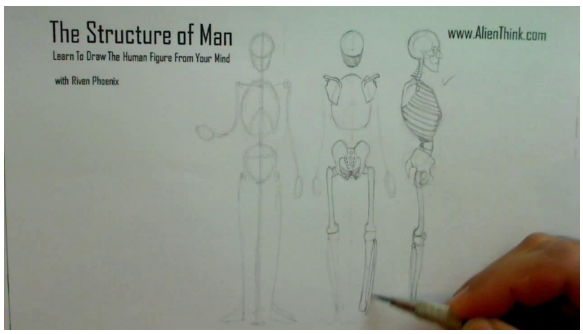
125		right so you can see the the power of using having a drawing system that you always follow
126		which will always give you successful drawings right strictly following it
127		but not getting lost in details just pulling down the basic concepts
128		first and then building up your drawings over here it's going to be the same thing

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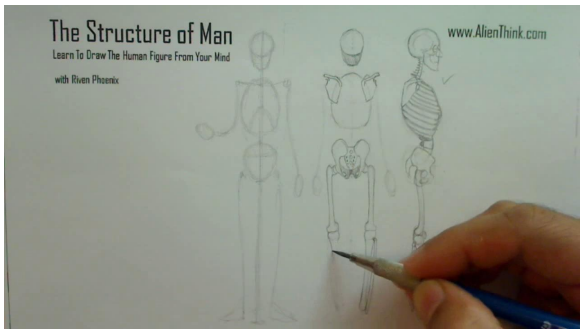
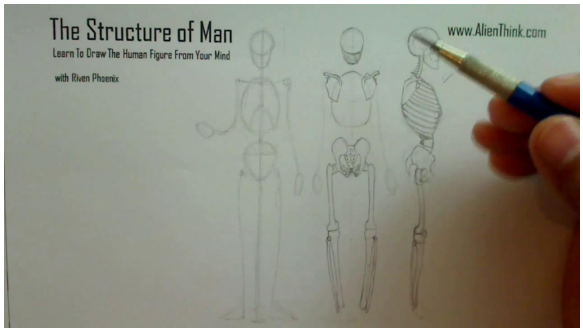
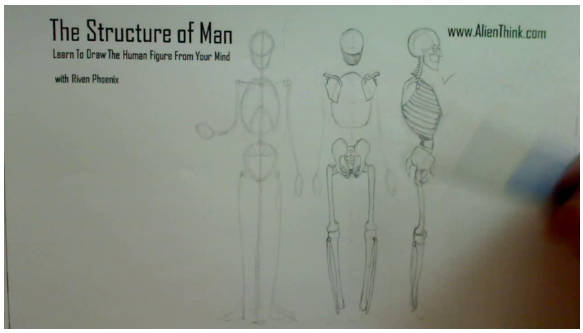
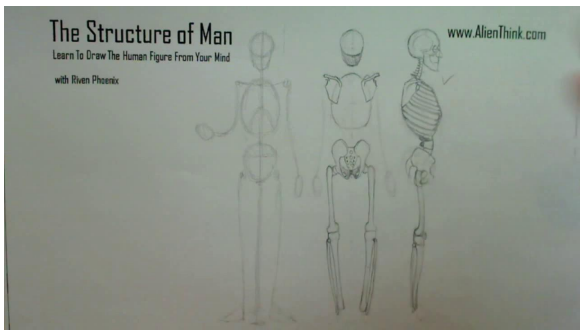
129		right so this is why it's so important to have a sketch for when you're doing this because sometimes you're just going to
130		get into situations where you might not remember how some bones were looking so you can just refer back to them
131		to see all right I remember right and this is all has to do with that
132		peg system memory memory management right as soon as you look at that drawing in the sketch

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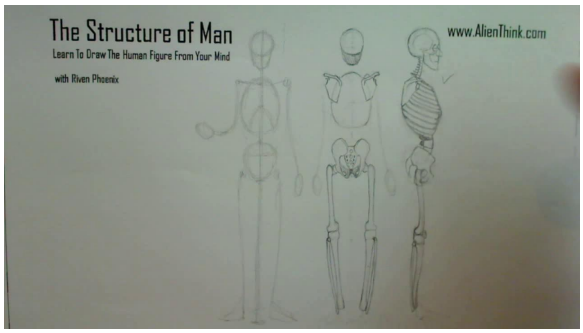
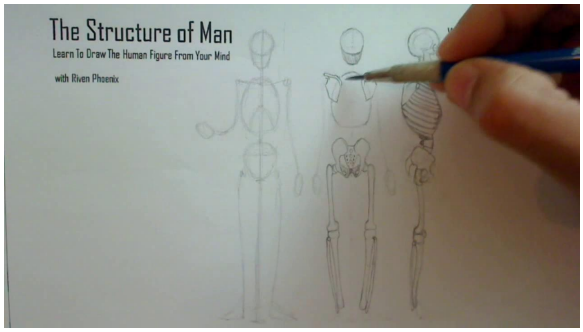
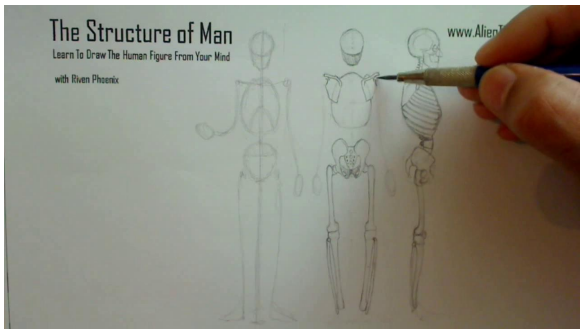
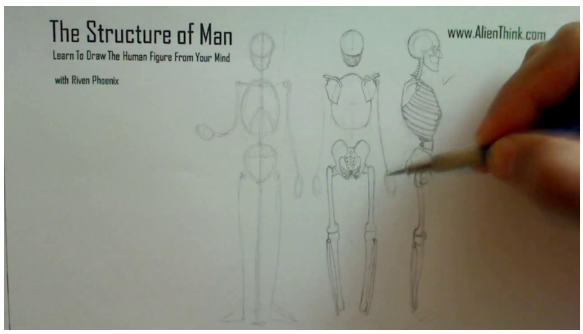
133		if your memory is just going to go like this I remember how this was done right
134		and if you don't have that you just going to have to do the whole thing again trying to understand
135		okay how was that done right so that's why the sketch book is going to be very important
136		so don't throw that away as to how Michelangelo used to burn his studies we don't want to do that

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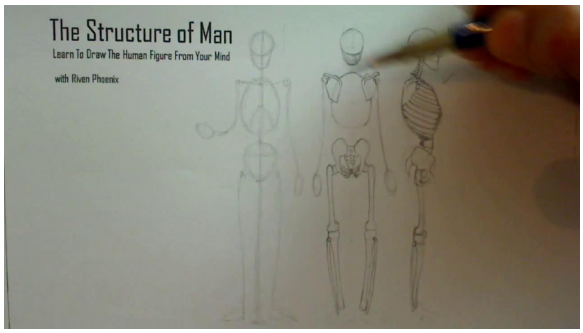
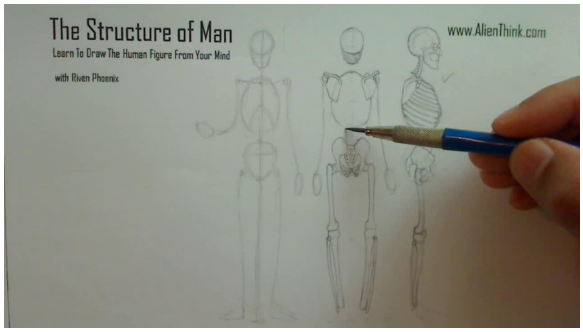
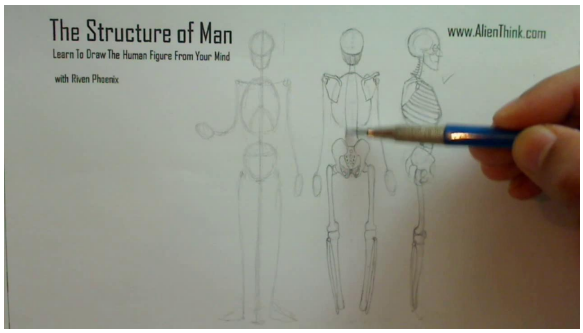
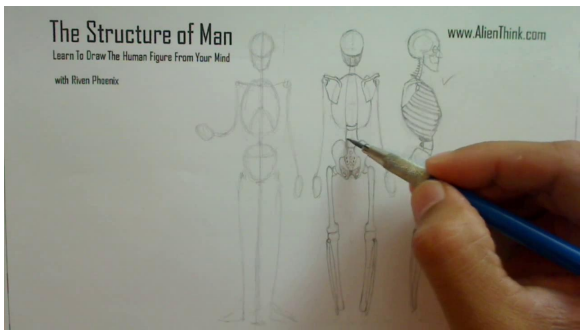
137		okay so over here this is going to be the spine area here now so we're going to be
138		screw it in like this over here and just draw it out like this very simple conceptual idea here
139		okay then we get the fifth one we already know it's always going to be there
140		and you're going to get the you're going to get one and then here two

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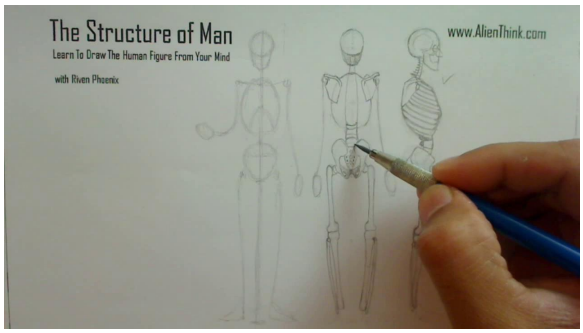
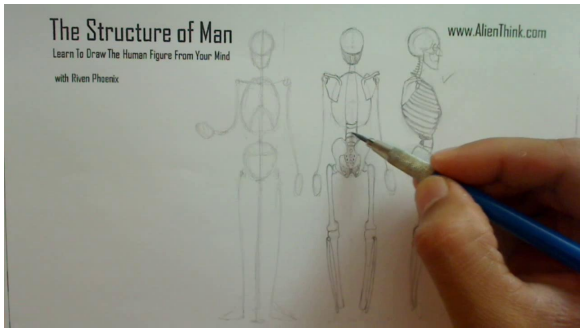
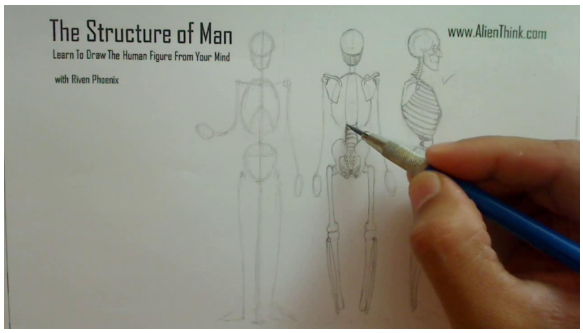
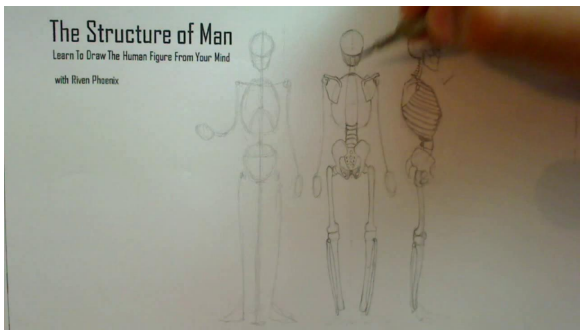
141		right so it'll just work itself out over here which is kind of hitting so on to four five
142		curve that in a little bit more in this way over here
143		okay and then over here we're going to get that 12th one
144		it's really just 11 lines here so first one two three four five six

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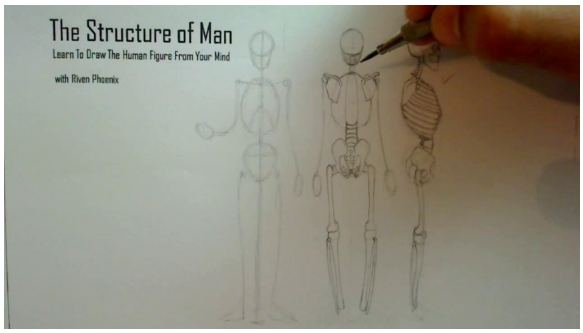
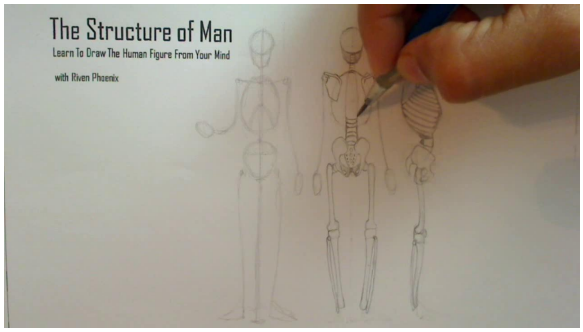
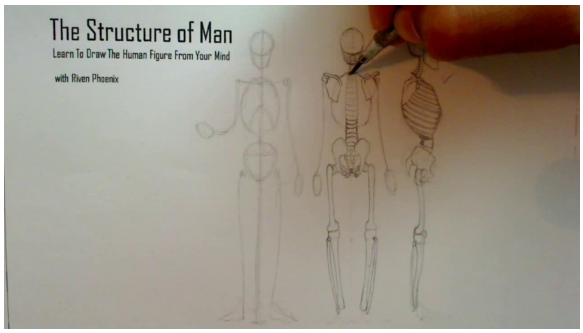
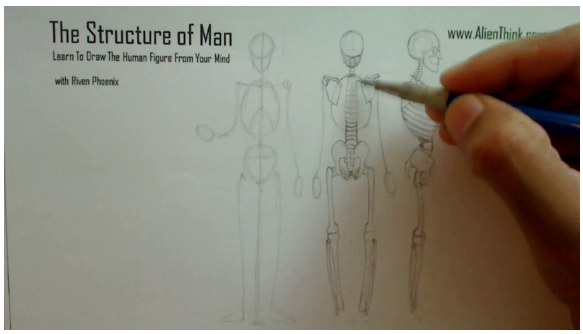
145		and then over here we need to put 11 lines so it's going to be no here just do
146		slightly one two three four five six seven eight nine ten eleven
147		perfect right so once we get that we know what's supposed to happen over here it's
148		very easy for the back wheel we had said right we're just going to understand it

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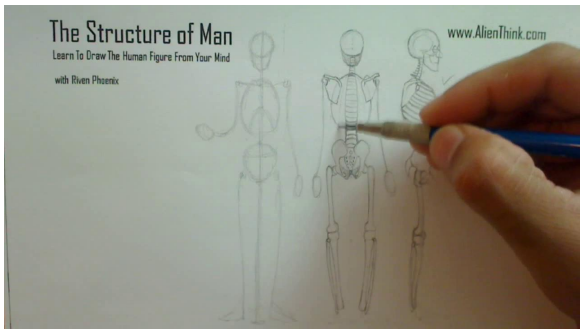
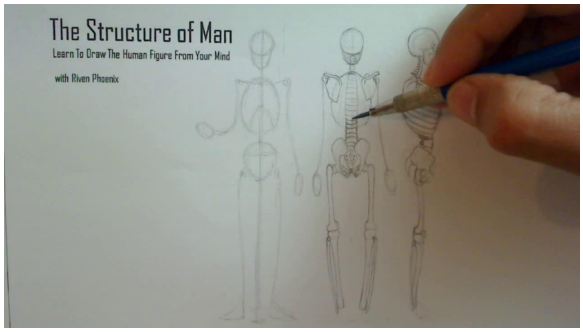
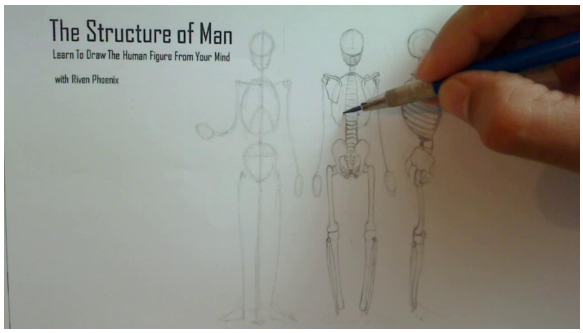
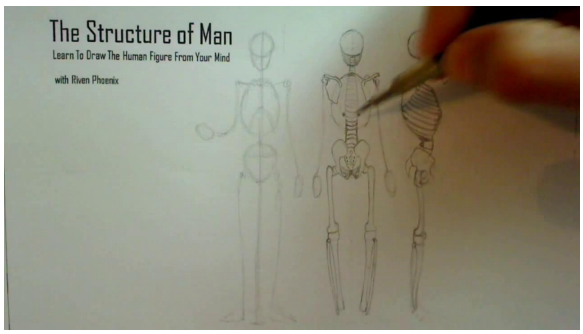
149		from this way we know that this is 1 2 3 4 5th like this is the two bones
150		and then you're going to get the tent right so this one here the tent one we know
151		it's going to be connecting right so you can just see that this is going to go
152		down right so we know we had said that just make them straight over here like

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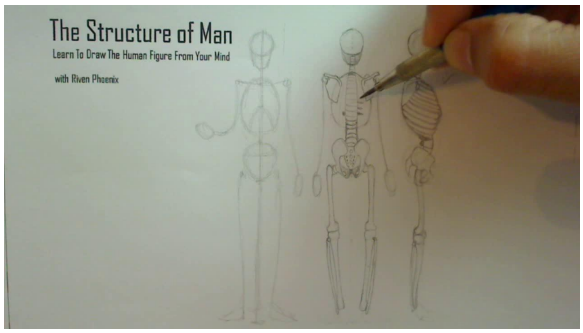
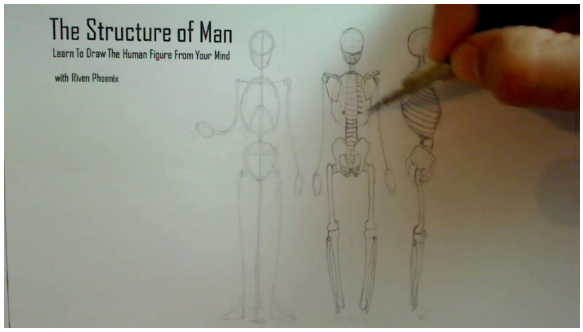
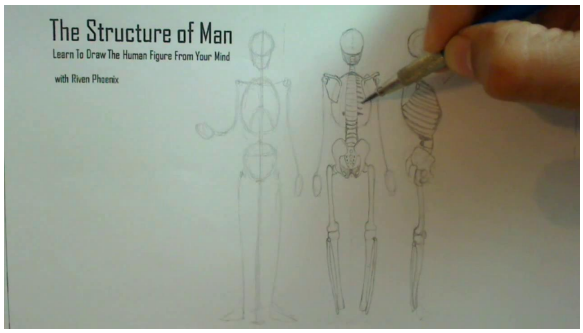
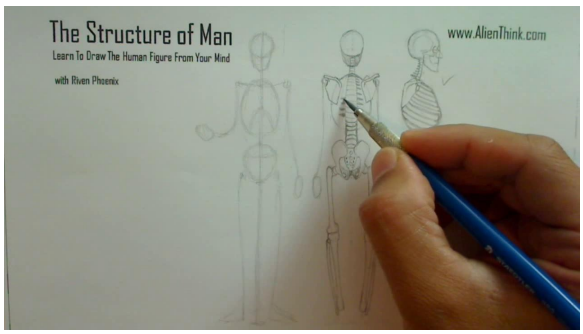
153		this just be suggestion now with these ideas here
154		right so it's 10 9 8 7 6 5 4 3 2 1 right so once you get that concept down
155		just repeat it on the other side
156		and that's it right so all we have to do is now go downwards right

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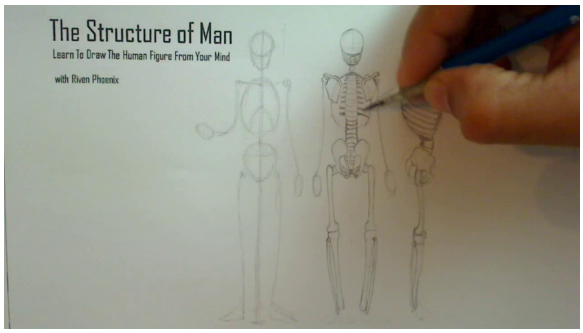
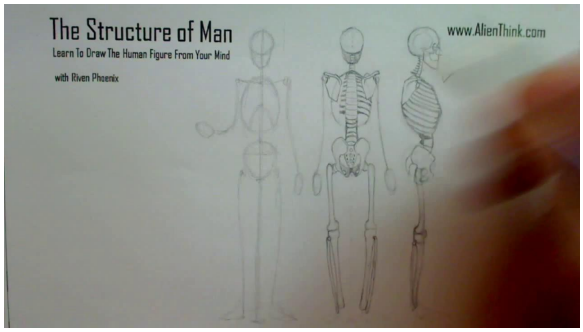
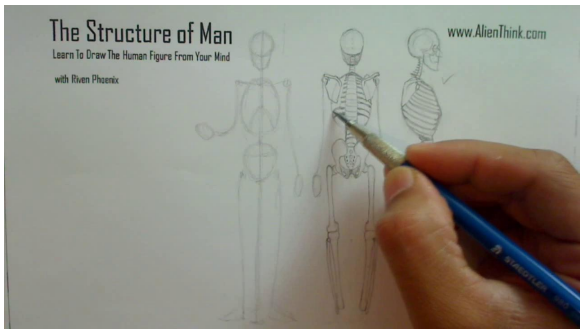
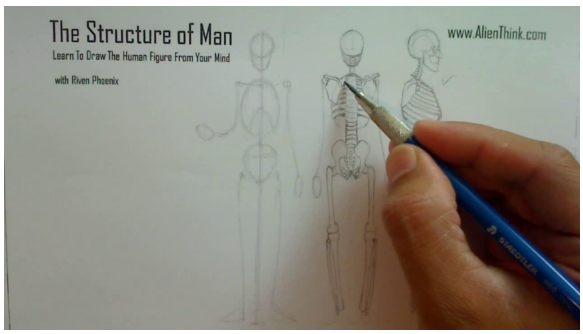
157		it's really going to be very easy to do this
158		then over here the same thing again just be suggestive with this because you
159		can come back always with the eraser and find you know these ideas right but we're
160		very accurate with these concepts so we don't really have to do much adjusting

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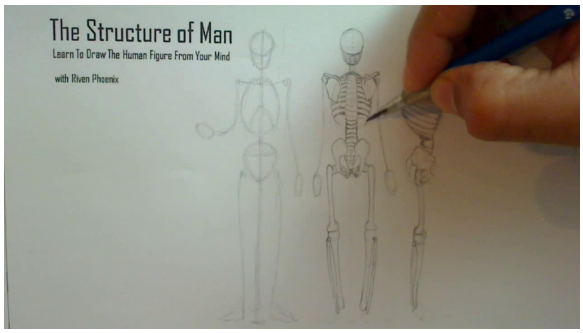
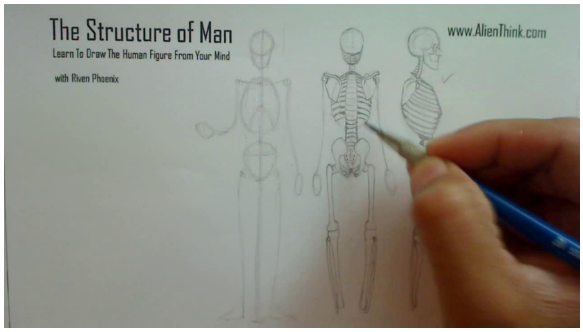
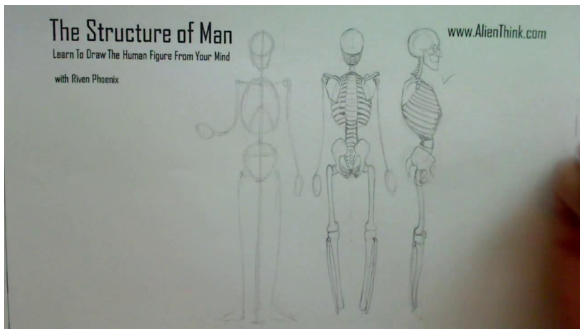
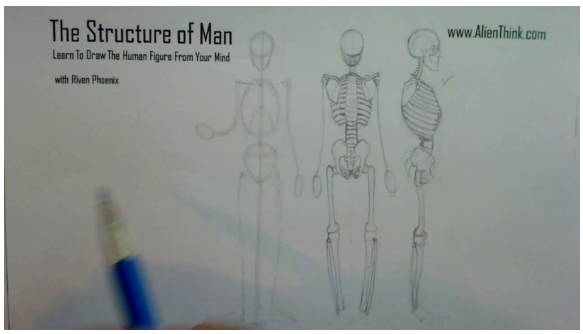
161		right so this is the 11th one over here and then you're going to get the
162		11 2 3 4 5 this is going to be the one that's just going to hang out
163		right okay so this one is now done okay so we're just going to finish this
164		off right so you can see that we know it's been around 28 minutes of drawing

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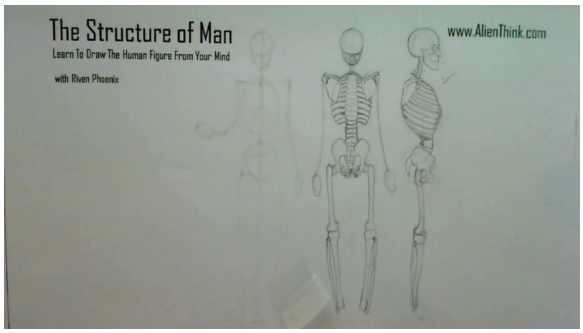
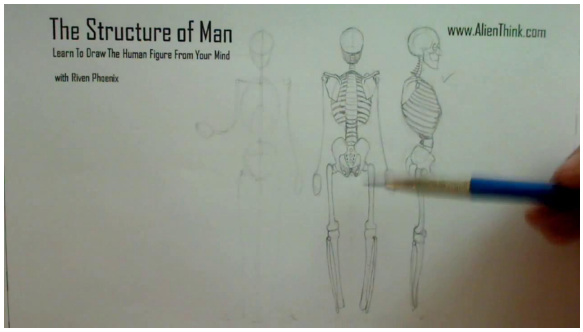
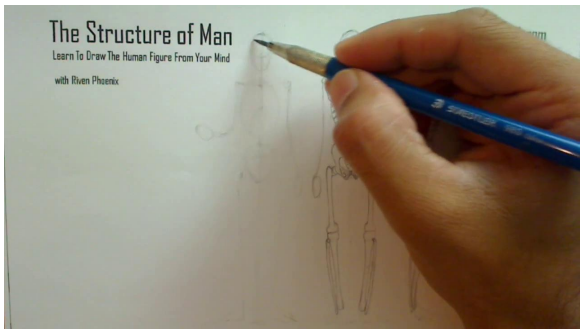
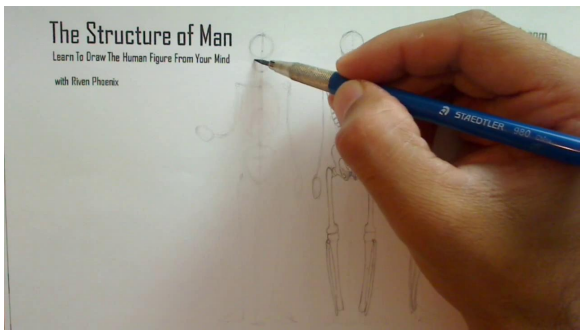
165		and I'm talking you through it but you can see how fast we can do these drawings
166		right I mean we're just reproducing the concept over and over and that's what we
167		want in figure joint to have a system that allows us to reproduce our ideas
168		over and over again

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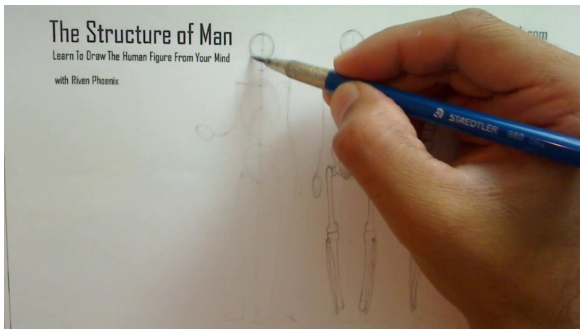
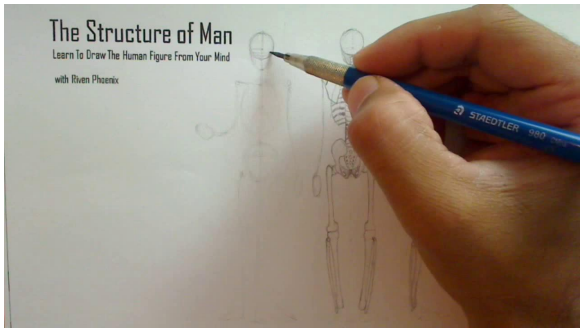
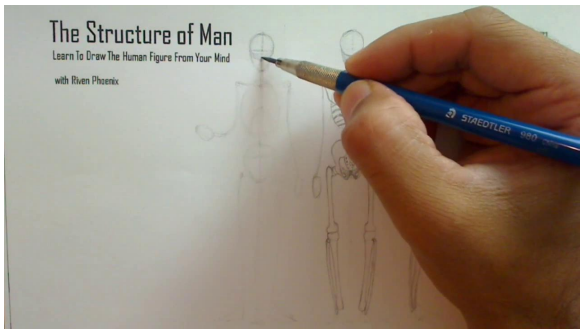
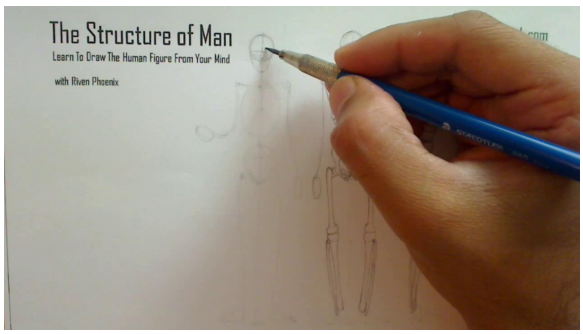
169		okay so here again I'm just going to do this is the brow I know this is going to
170		be the sorry this is going to be the center is going to be the brow here
171		going to get the nose over here we're going to get the mouth
172		here again I'm just going to be pretty suggestive with these ideas first

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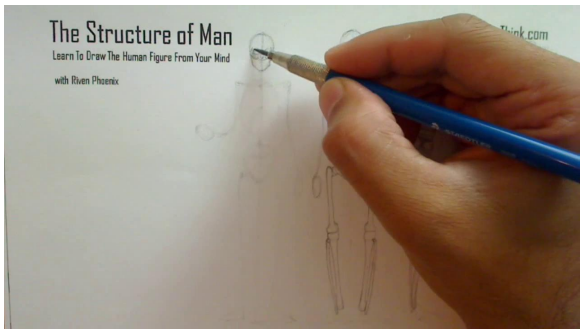
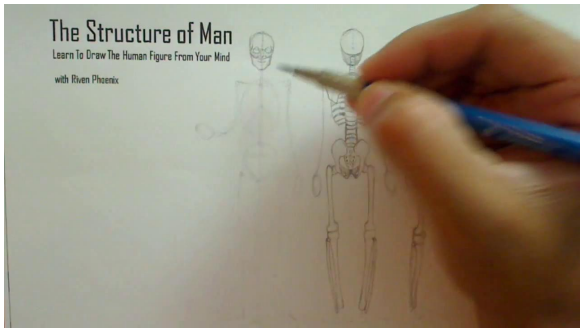
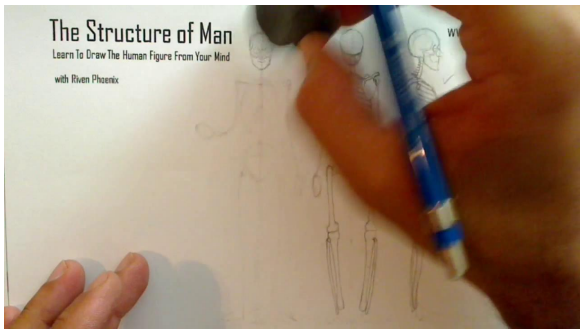
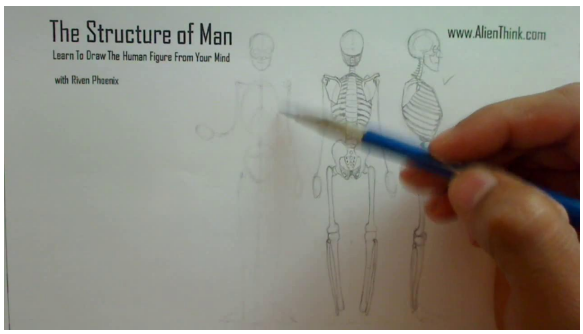
173		just get the ideas down right long meter draw and then I'll come back
174		and correct all this okay so over here we're just going to have to know
175		likely erase because we got the basic concept out right so this was the first
176		process this is the second row process now I'm going to do the third row process

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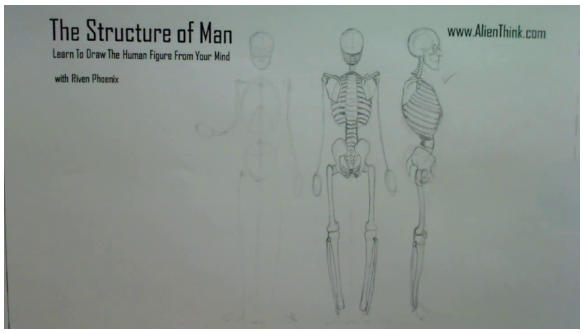
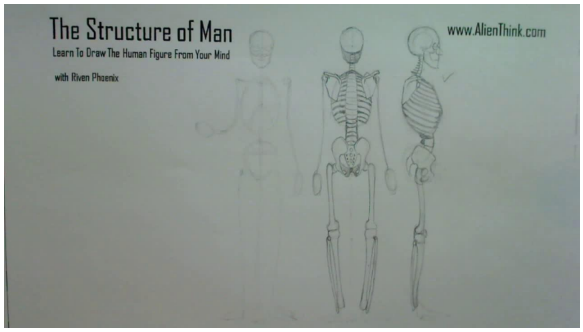
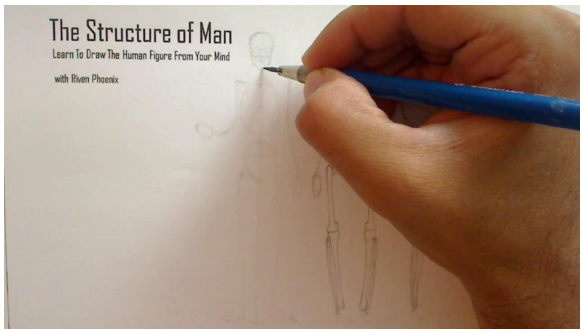
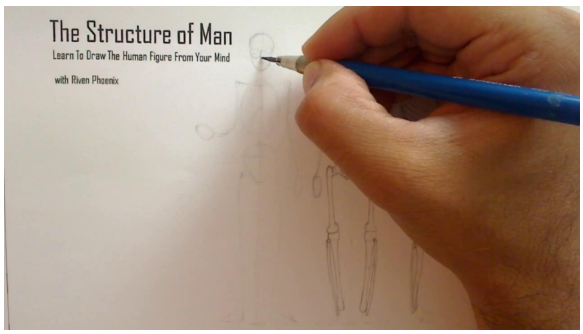
177		right so they could be like for a fourth row process right there you can start
178		and we're rendering this stuff so here when we get into this process really is
179		when we're going to now start to slow down a bit
180		just be patient with it

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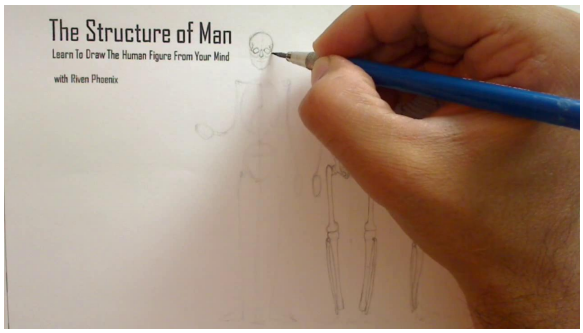
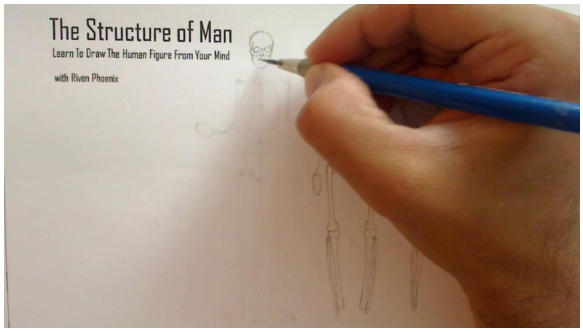
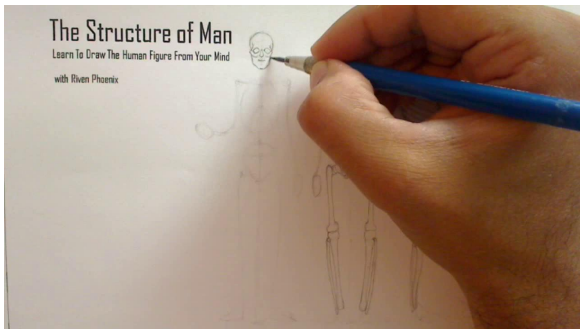
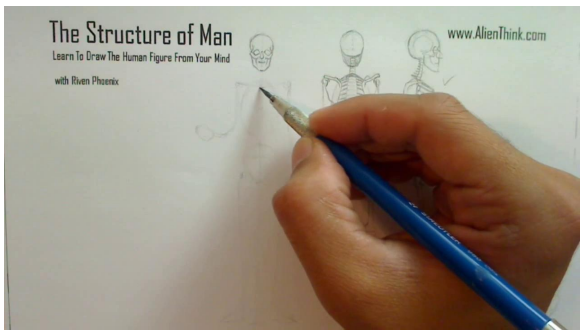
181		over here I'm just going to do the mouth over here okay so here again I can just
182		play around with some of these ideas here right this balance out the
183		structure looks correct and that's fine okay so now we know this area over
184		here is going to be like this over here and this is just going to be like

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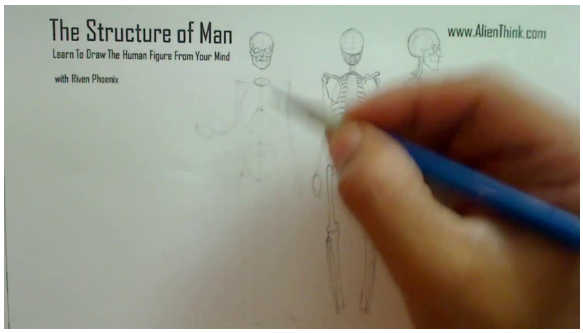
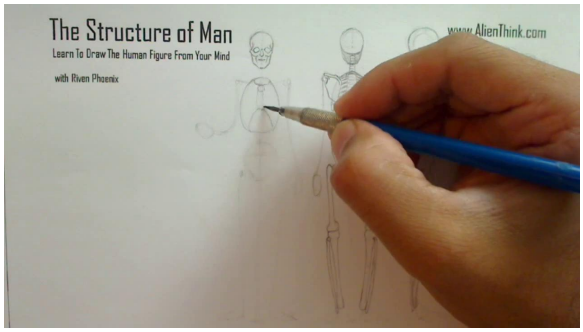
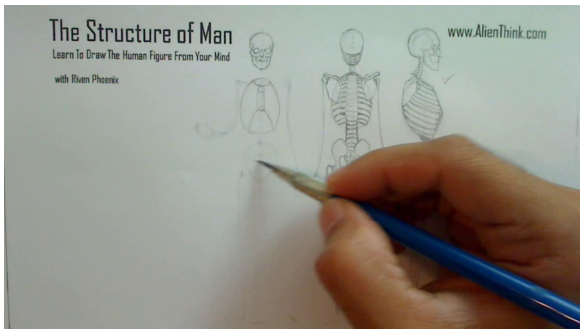
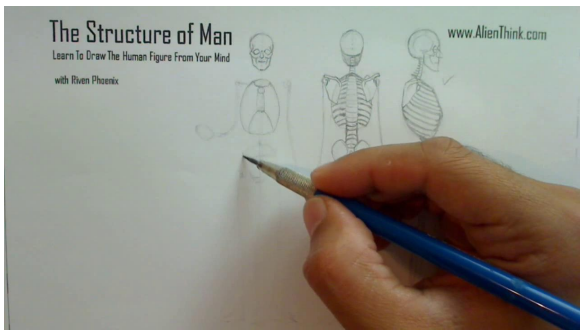
185		this okay so here we're going to do the the tie area over here
186		right conceptually just get this idea down and then over here we already know
187		what's going to happen right is just going to be above above this and just know
188		how this is going to work out wait always check these ratios when you're

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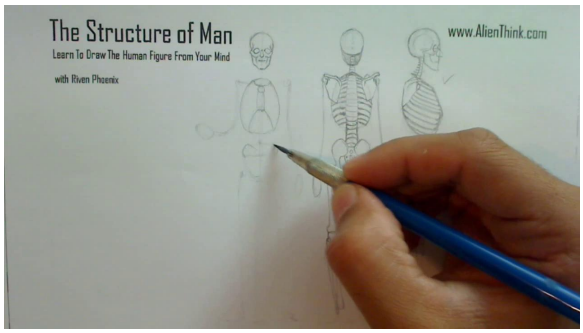
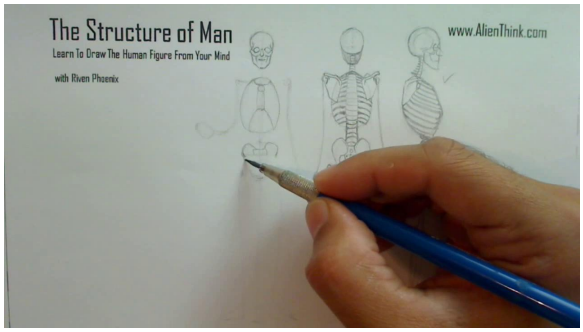
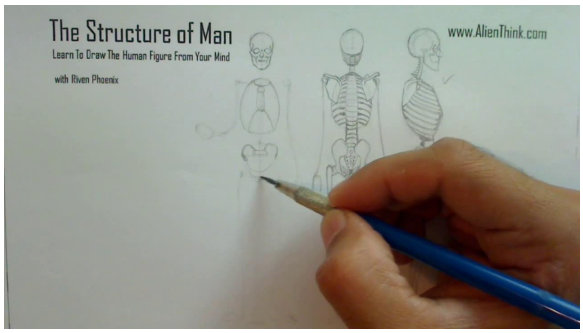
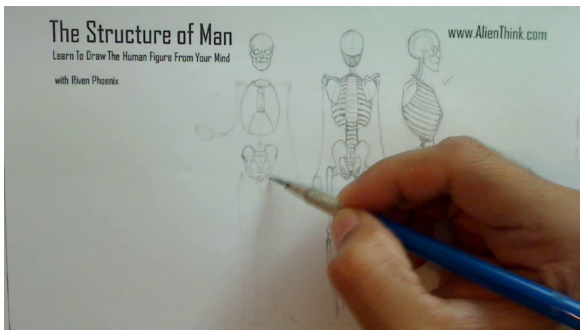
189		drawing this out yeah but get the basic concept down
190		after we long get this a little bit more okay so here I'm just going to get
191		that idea here again just going to be like this just going to sketch it out a little
192		bit just to make sure that it's working out correctly right so once this is done

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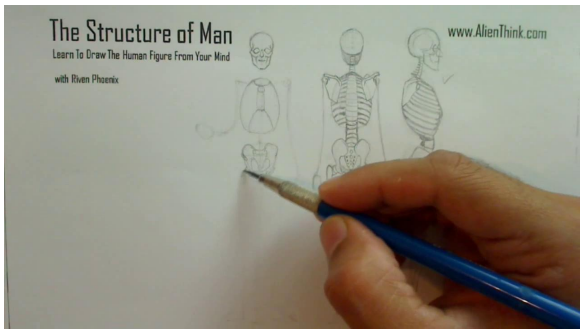
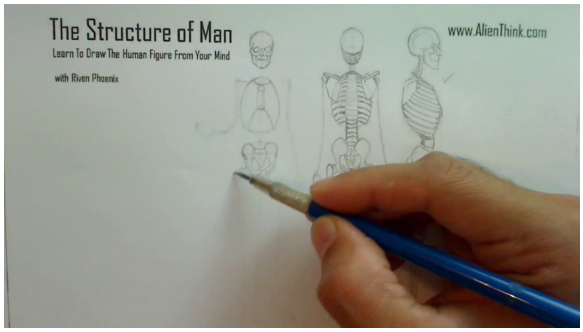
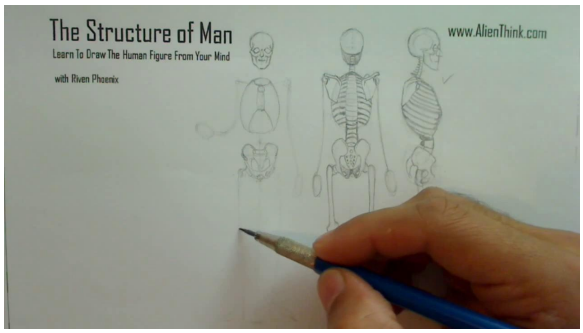
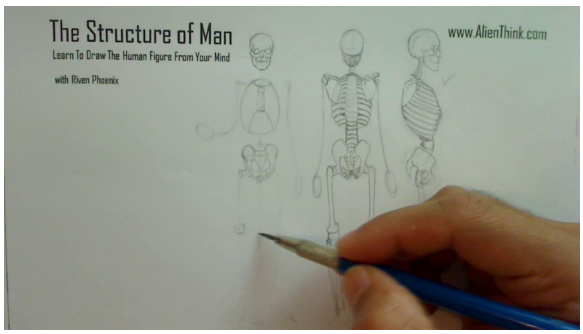
193		here I'm just going to draw out the whole thing making sure that I'm not
194		taking the bone over here right and over here from here to here we know that
195		it's really just going to be about here right so again you can just draw
196		out those boxes if you want for the knees as it is the same thing is drawing out

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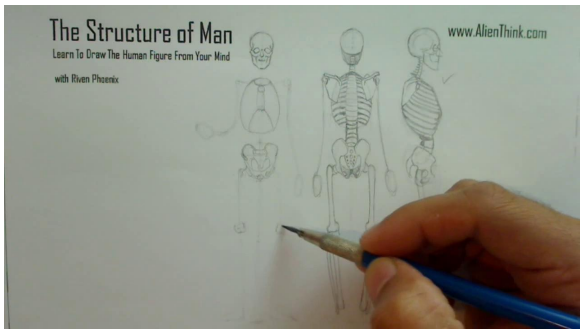
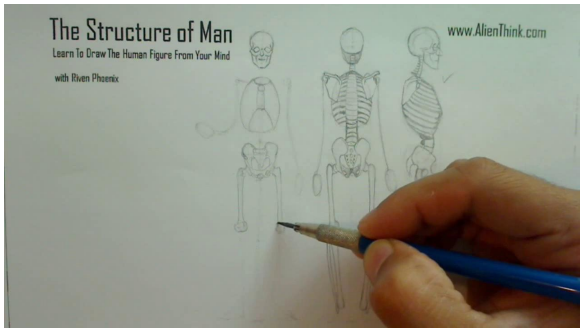
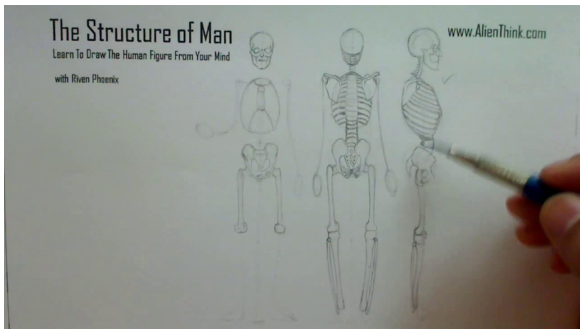
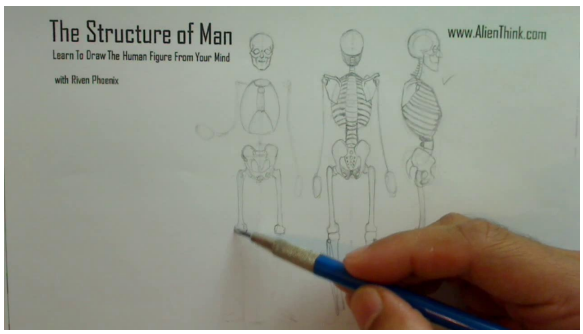
197		a circle in your toolkit
198		so you see it's a repeatable process right the same thought process is being
199		repeated here here here you know that we're going to be able to complete this
200		we're going to have another successful drawing but over here it's going to be the same

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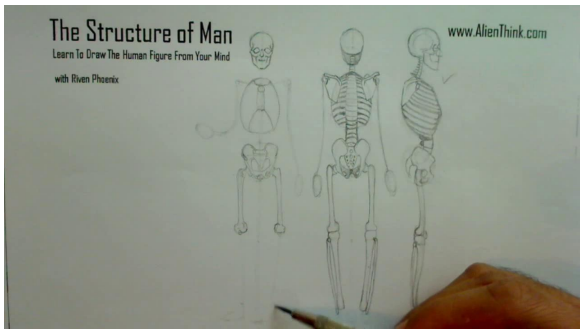
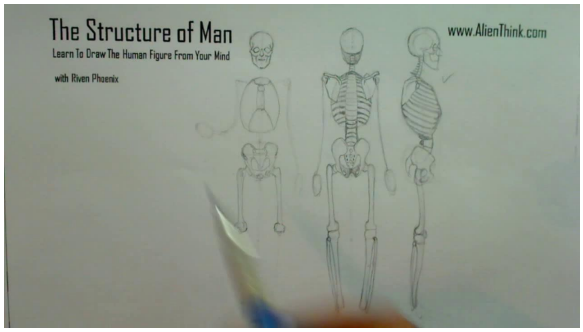
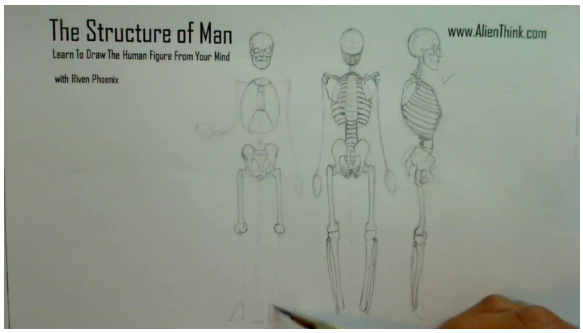
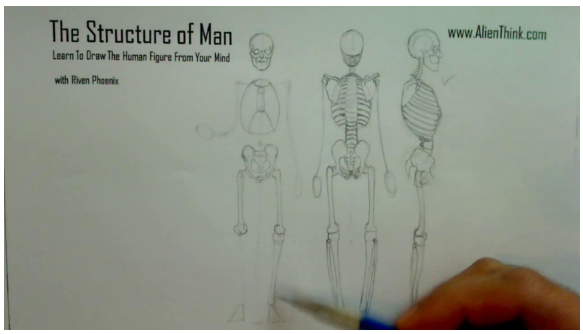
201		thing so actually now for the foot since we're going to be looking at that
202		next anyways we're just going to do do it like this over here okay for now just
203		do it here because the tibia is going to be now coming in this way over here
204		right so here's where we get that S shape right so I'm just going to put that

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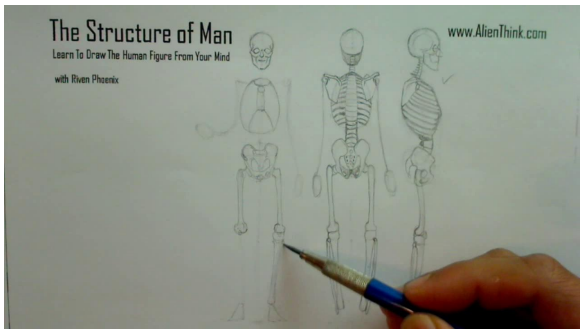
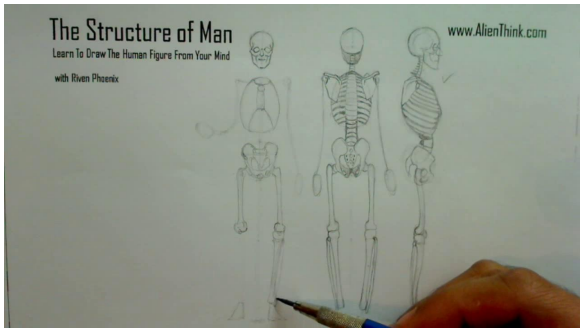
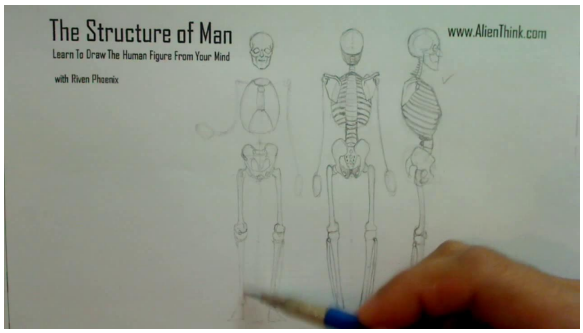
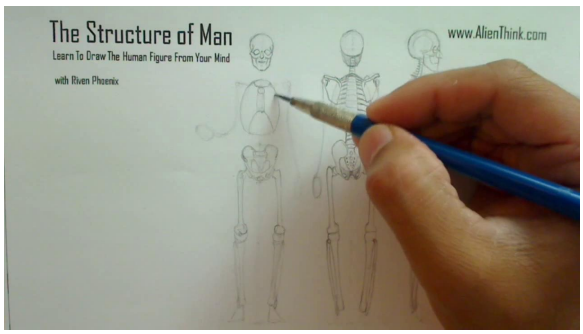
205		down I'm just going to be suggestive with this idea here knowing that this is
206		going in the back right so here again same thing sketch it out real quick like
207		this right on your done okay we'll come back in and just take care of this
208		okay over here this is going to be really easy to put together it's just

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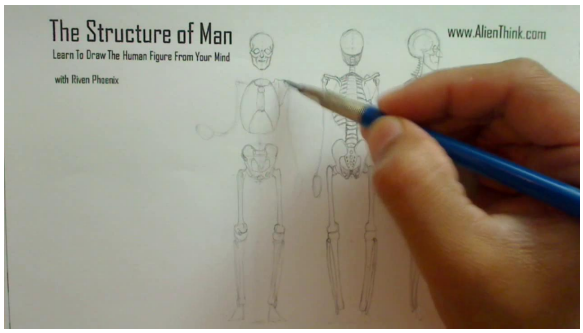
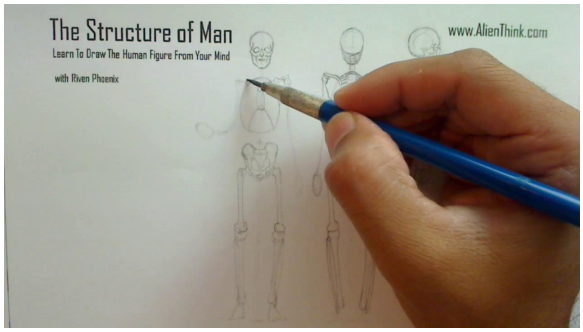
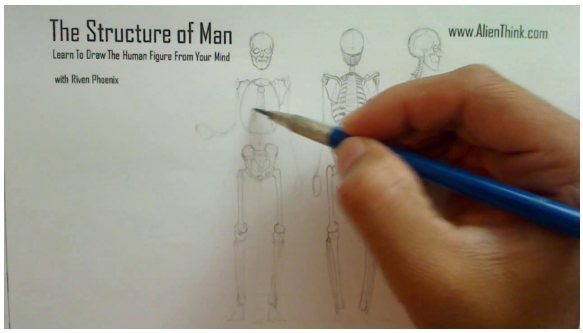
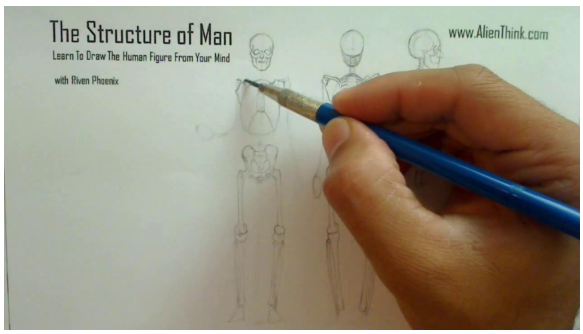
209		going to be like this and you know it's going to be like that right this is
210		going to be like this over here and you know it's just going to be coming
211		in this direction right that's it
212		right doesn't have to be like this one is over here this one is a little

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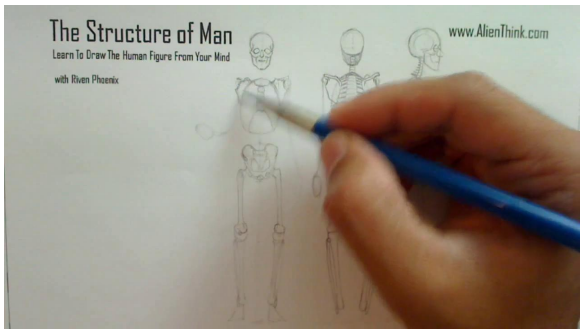
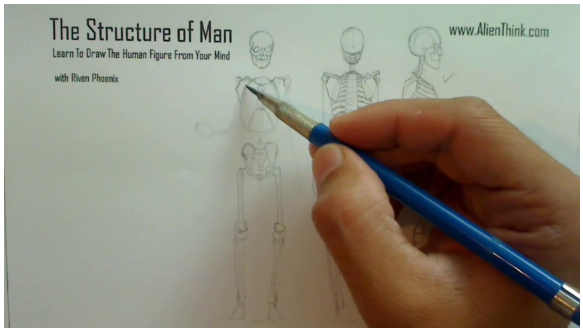
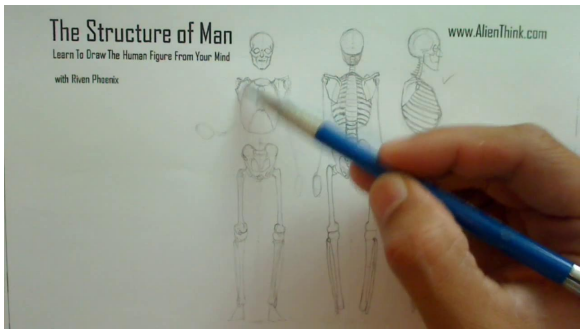
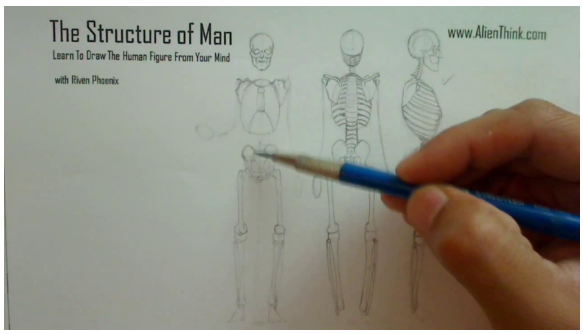
213		in because I push the making the hand come out kind of like out so this is going
214		to push the scapula back right this is the idea to understand that this is
215		movable right this is going to be more in front right so these are like some
216		ideas that you can start to think about of what is required in drawing out

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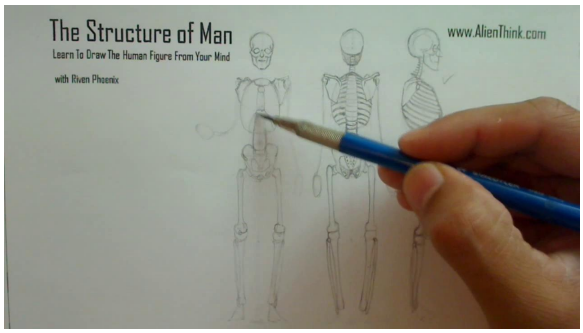
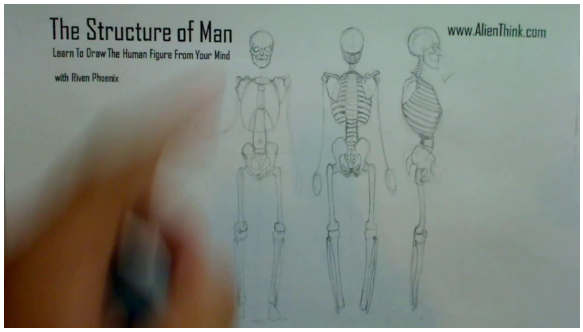
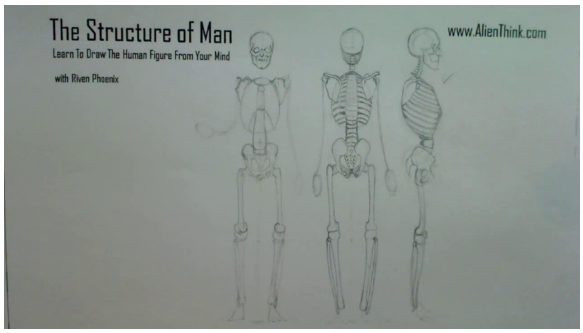
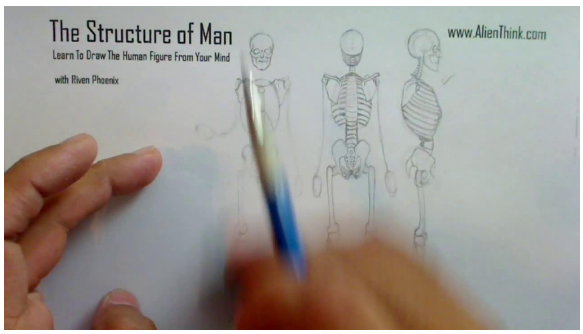
217		much more accurate figure drawings okay so we've got this concept down right
218		we can just check to make sure that I'll be happy with what we have and then
219		just finish this off okay so here I'm just going to come back in here and just
220		find in these ideas now right so here I'm just going to make sure that I'm

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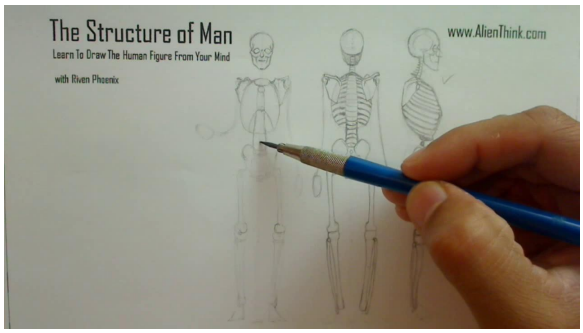
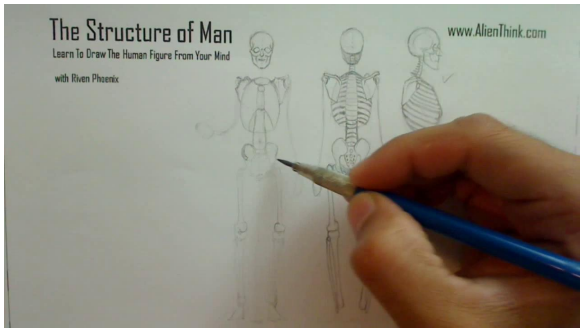
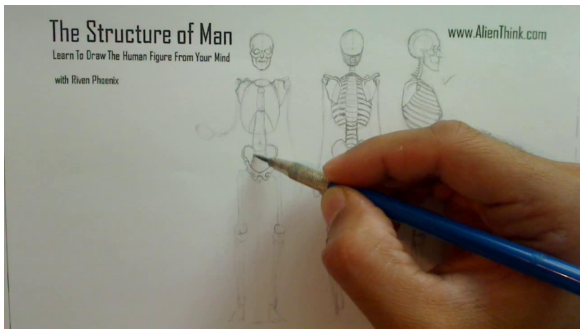
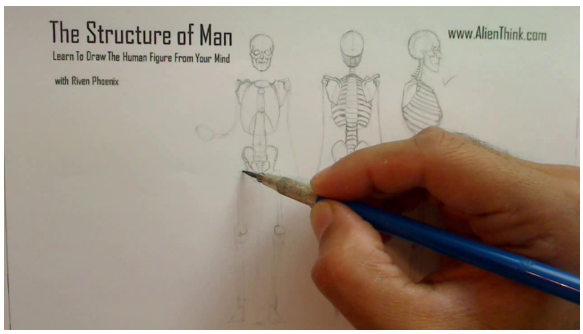
221		proportionally correct over here okay so this is going to be over here
222		and just draw this out again the same way
223		then one two three four one two three four finish that off over there
224		and here again we're going to get the femur and then we'll do our own

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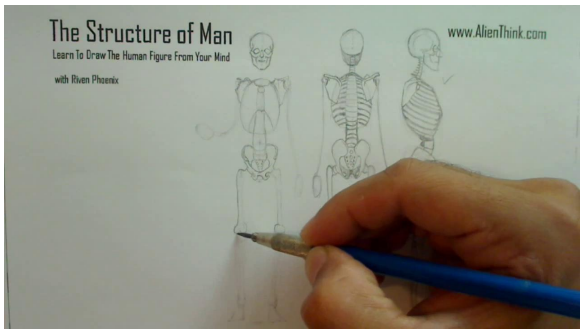
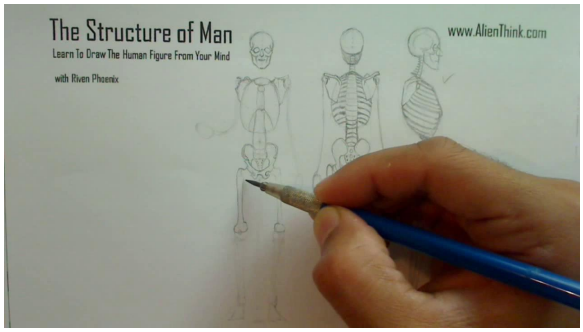
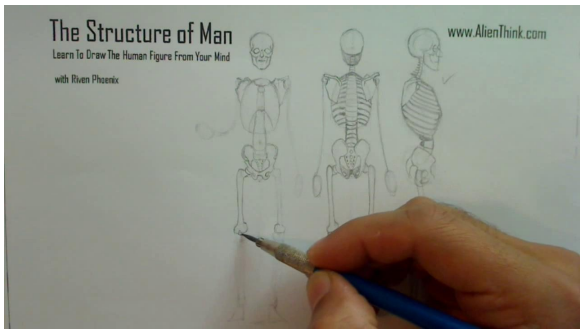
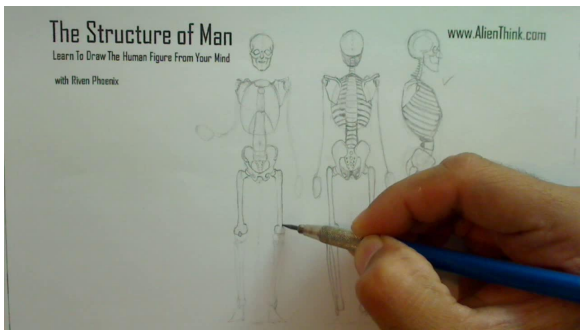
225		version of it knowing that this is just going to come like this over here it's
226		going to end up over here like this is going to be a bold joint
227		right and again same thing you're going to get this over here like this
228		and you're going to get this as a bold joint over here

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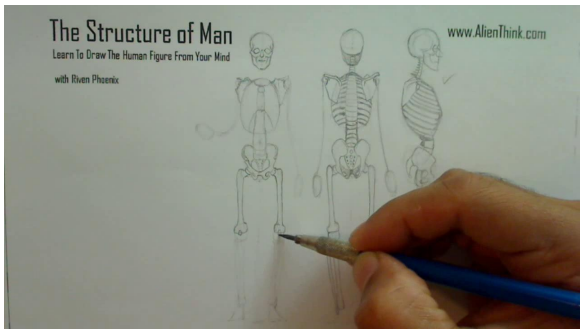
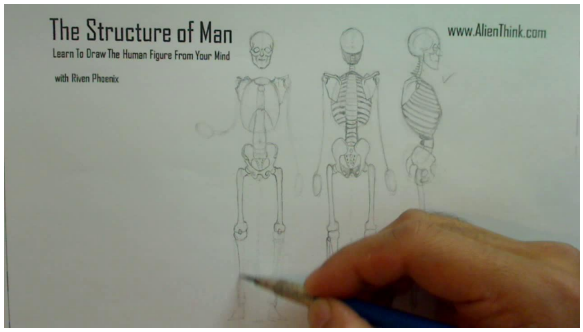
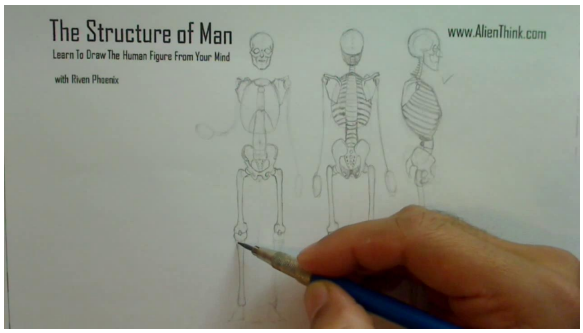
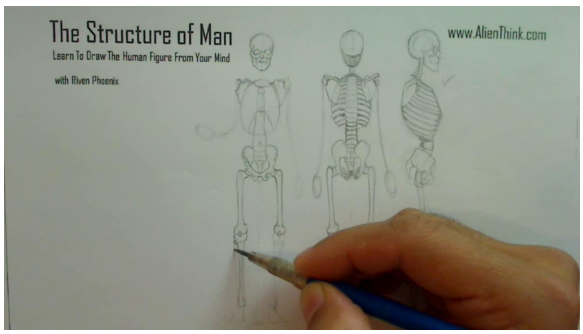
229		there's going to be the knee okay and then over here for the tibia
230		you can just start thinking about it in a much more detailed way remember
231		you're going to get that cut here in the middle and you're going to get the
232		tibia over here it's going to really be on the other side over here

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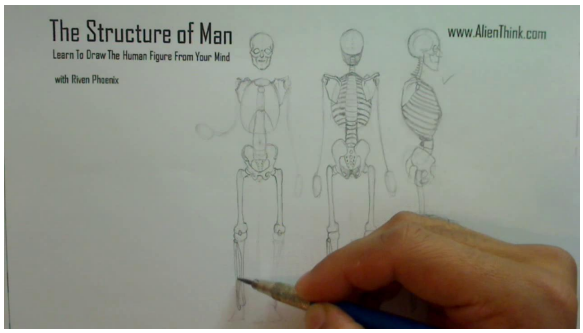
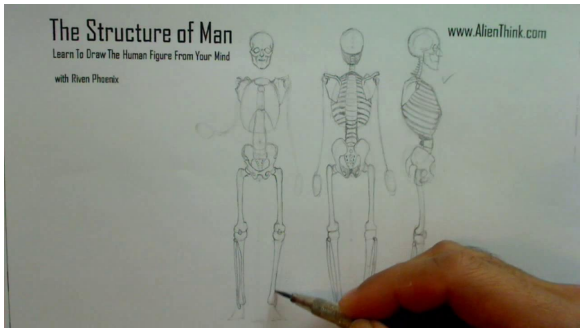
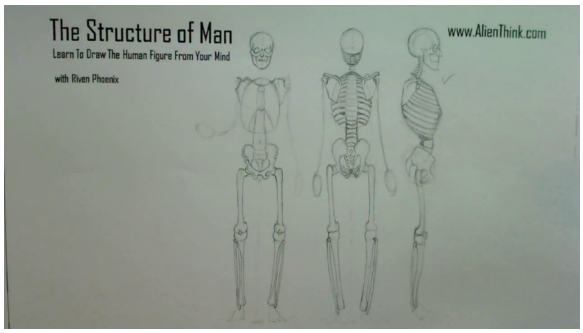
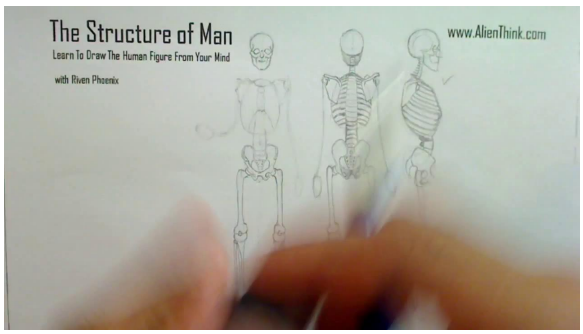
233		and that's it right then over here and to get this tibia over here
234		I'm going to get that cut on the other side the fibula just like this
235		okay so we just need to finish this off up here
236		okay so for the scapula I'm just going to do this over here

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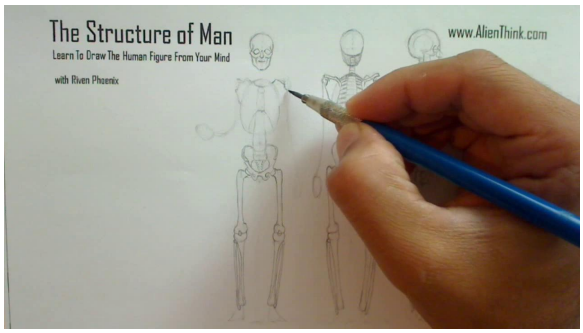
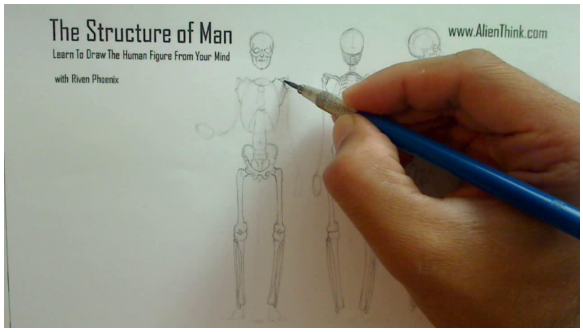
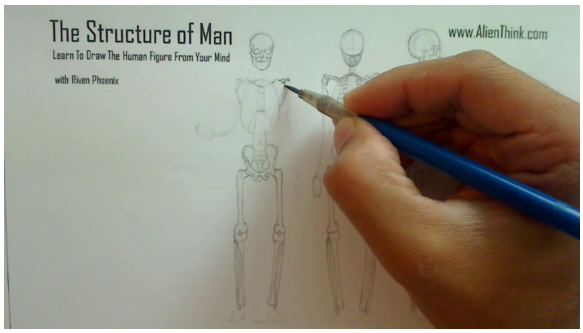
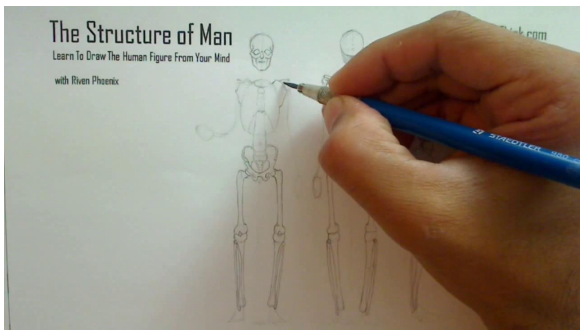
237		but think about what we understood from the formulas
238		right when you're drawing this stuff out over here especially in this area
239		here so just tap it up a little bit and just fine tune those ideas
240		same thing here I want this to be a little more in the back

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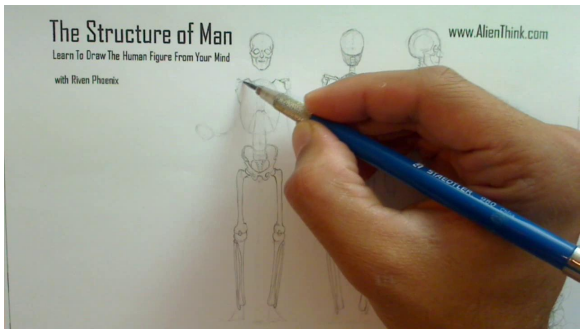
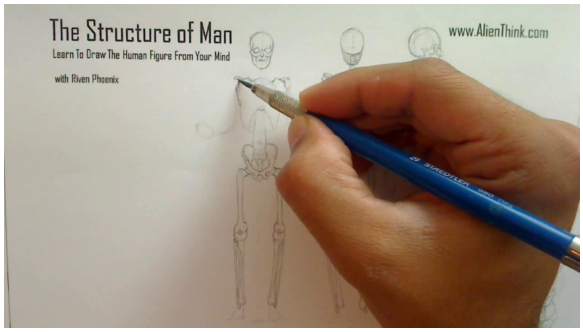
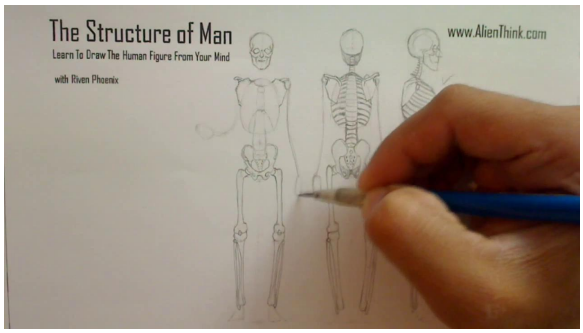
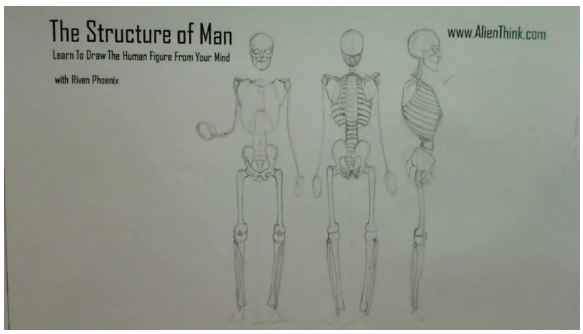
241		a little longer if it's a little bit
242		right and that'll be it for that so here we'll just do it like this over here
243		like this and this one we can just make this look like a gesture drawing over here
244		and this again is just going to be the spine it's just obvious what we're going to do with this

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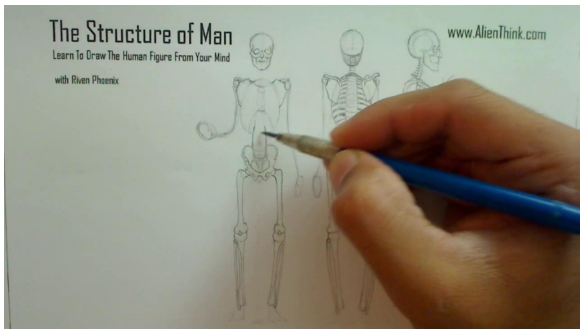
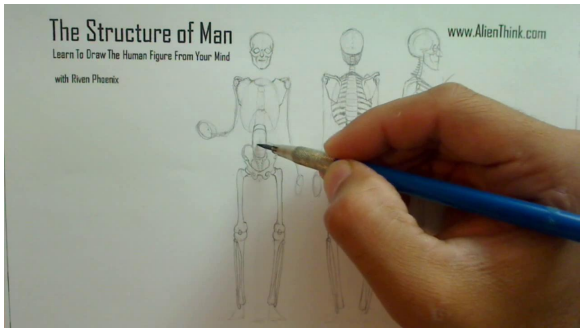
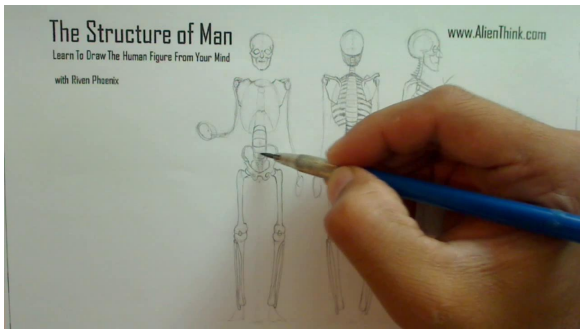
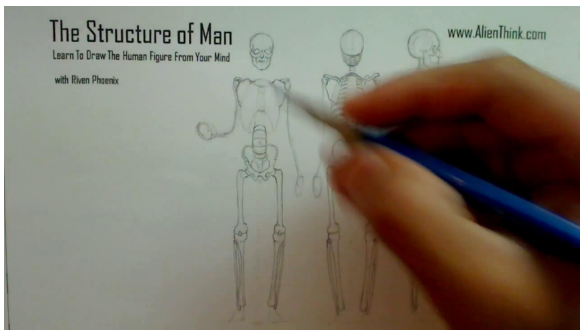
245		right we know that the fifth one is going to be inside
246		and then we just have to divide this in four parts
247		and we're going to get five one two three four five
248		and then you're going to get your sixth seven eight nine

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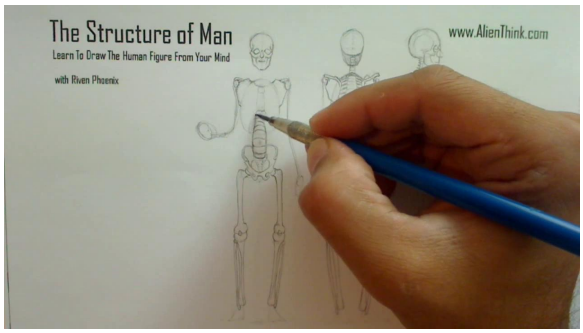
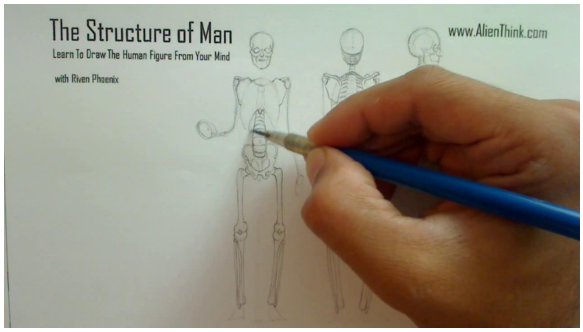
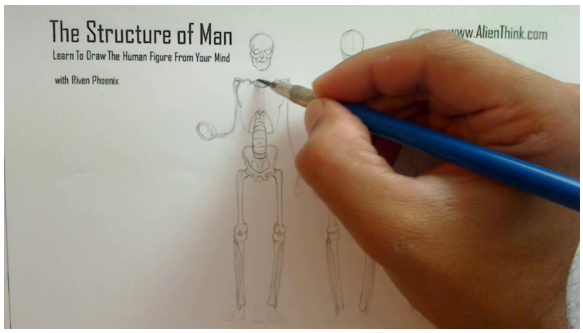
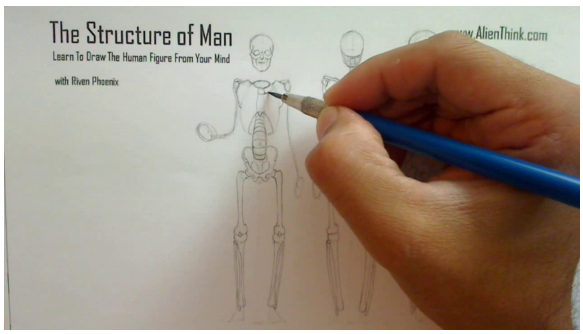
249		right so that'll just go about its business over there
250		okay so here it's going to be very easy we already know this is the first one
251		over here right we know that this is going to be the 11th one in the system
252		remember this is going up right

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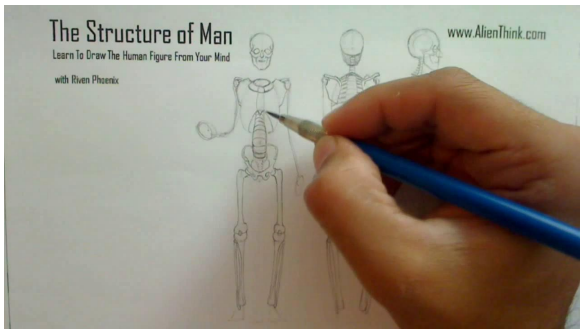
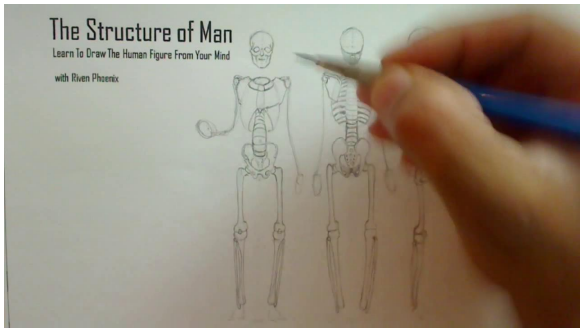
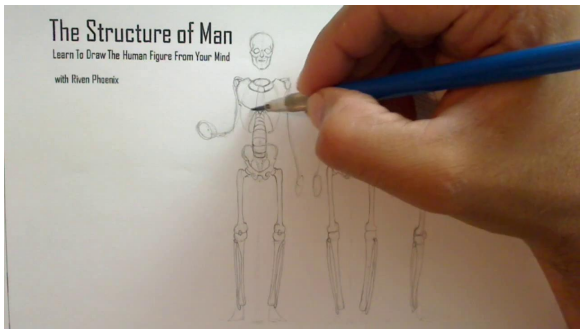
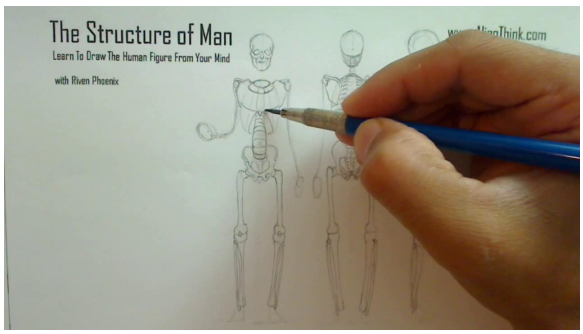
253		and then over here we know that we're going to get the seventh one over here
254		okay and then the seventh one over here
255		right so remember that we actually put this design here to help us understand that
256		this is really these are really supposed to be straight over here

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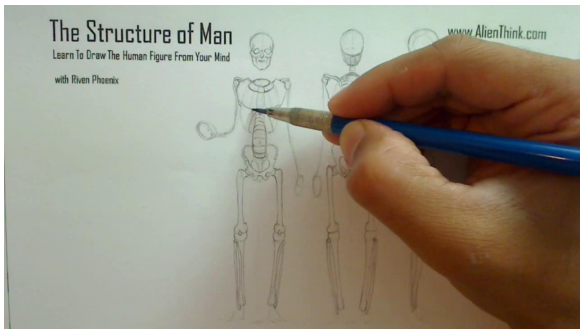
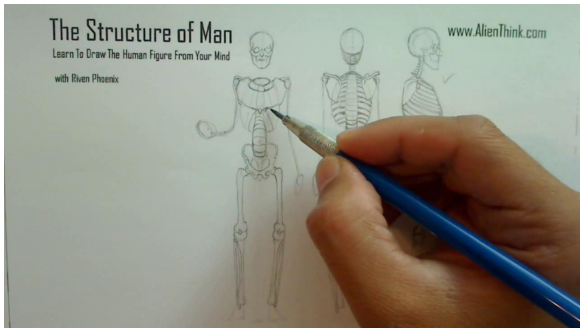
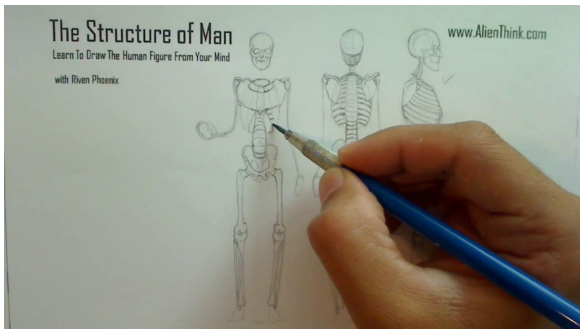
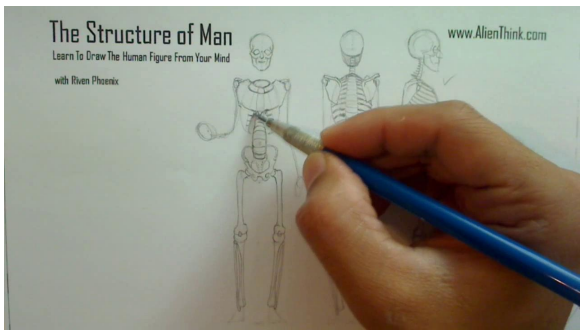
257		right so we got the seventh one
258		seven so we know this is going to be eight nine and then ten
259		right so it's going to be eight nine ten
260		and then here I'm just going to make this a bone structure over here

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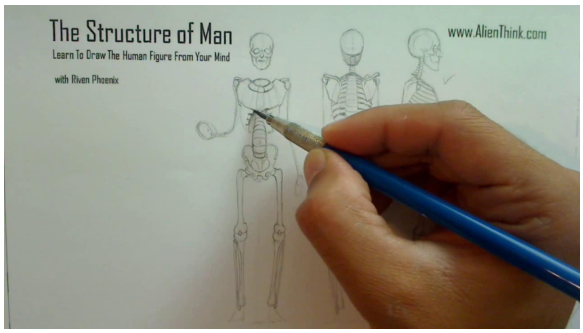
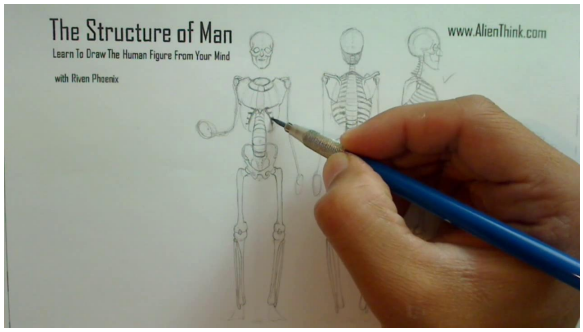
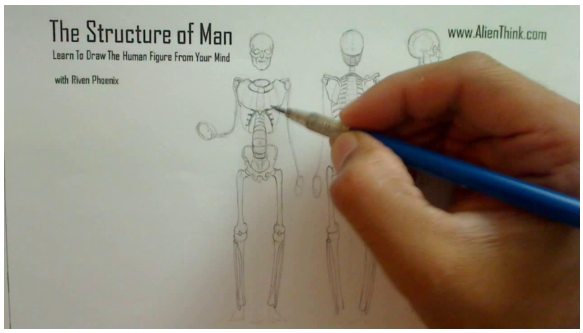
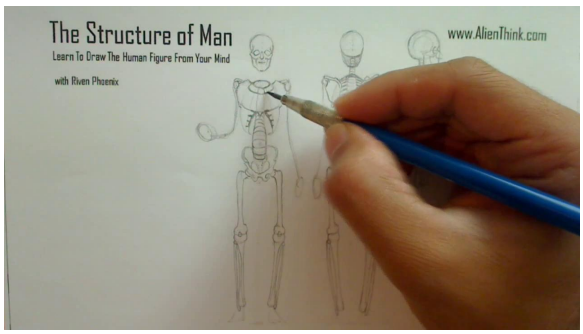
261		right because these are not floating in here these are connected to this
262		idea of the bigger sterum
263		okay so this is the seventh this is the right so it's really one two
264		you need to get to seven one two three four five and then six

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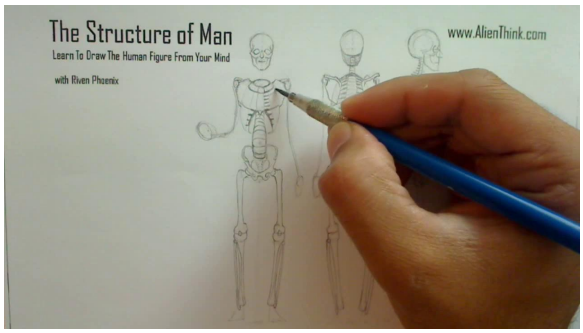
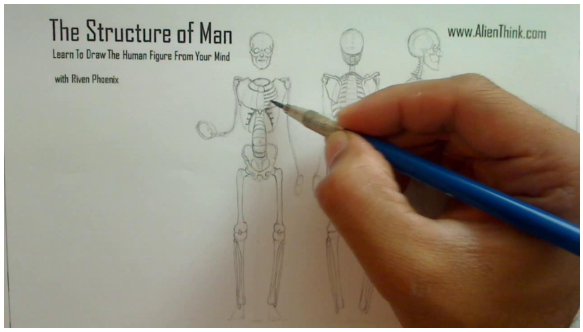
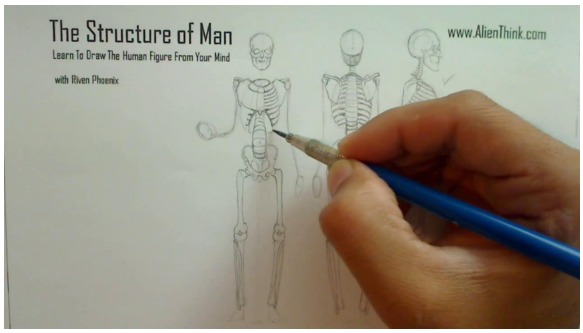
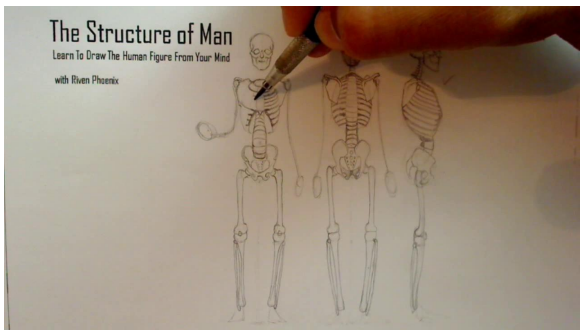
265		and then go in this way go this way
266		this is the tenth
267		okay I'm going to just switch over the same thing over here
268		this way this way

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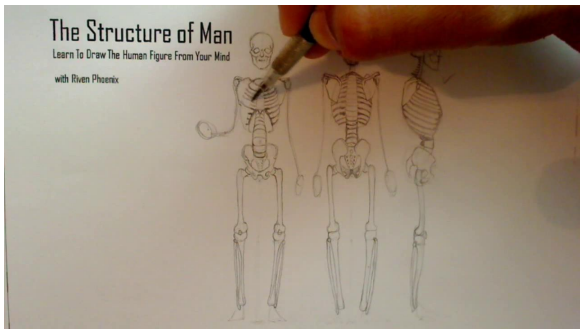
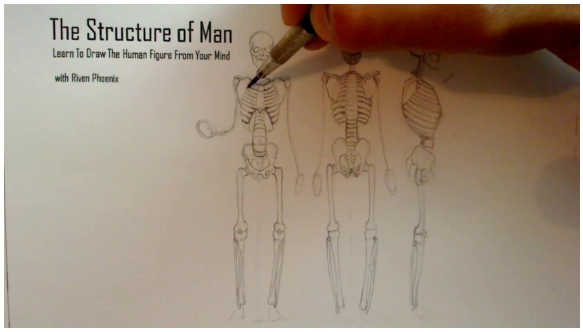
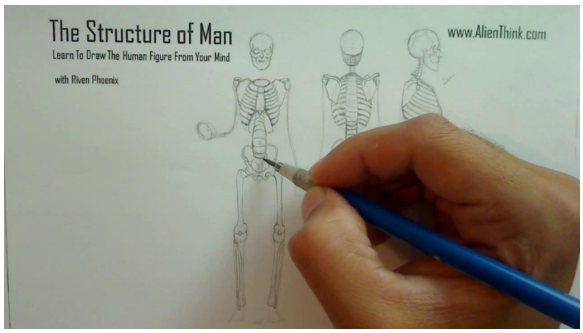
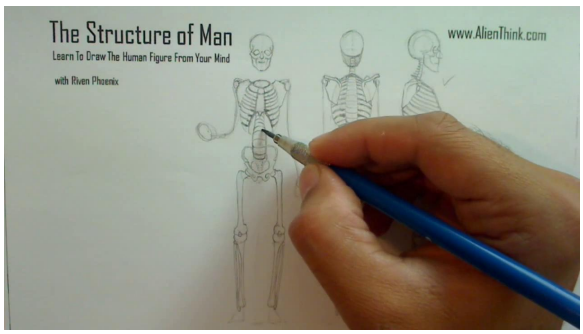
269		okay
270		basically we're done with this so to finish this off
271		it's one two three four five
272		right and then you're going to get that one that's going to hang off over here

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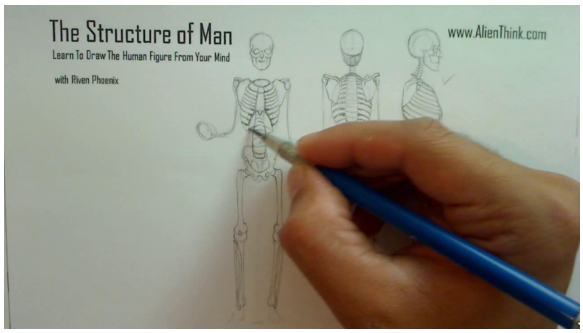
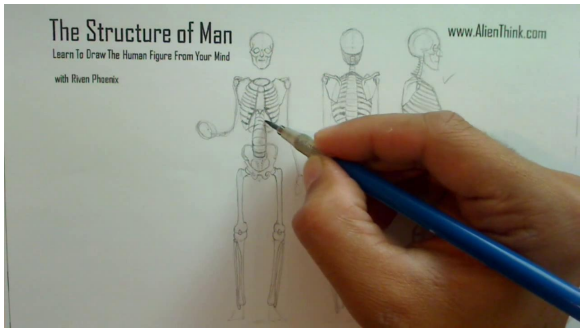
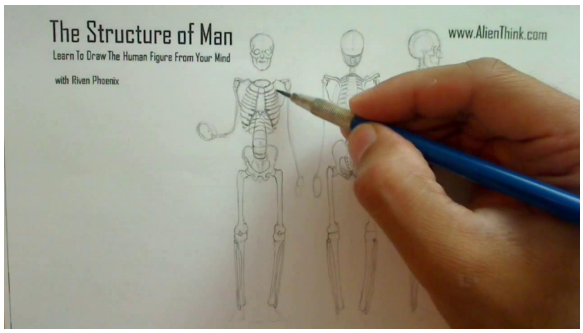
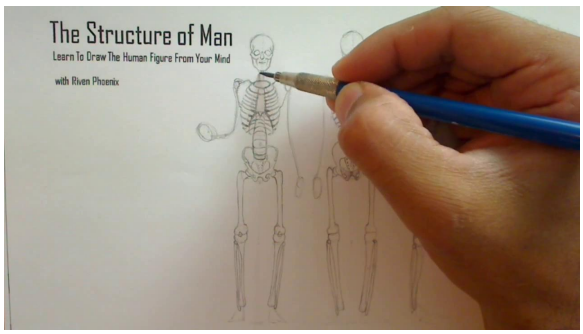
273		and you're going to get that other one that's going to be kind of like this
274		right and over here it'll just go up in there
275		right and then still got to finish this off
276		right it's going to go here so here I'm just going to go one two three four

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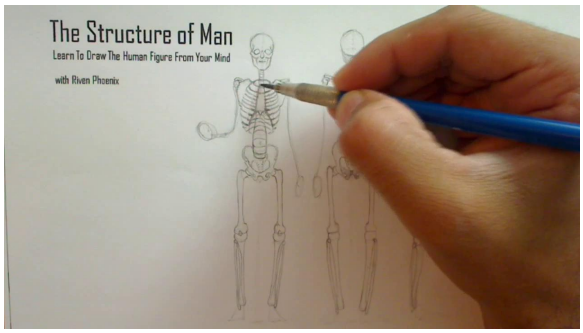
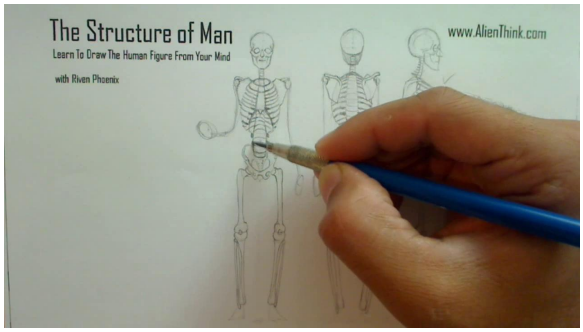
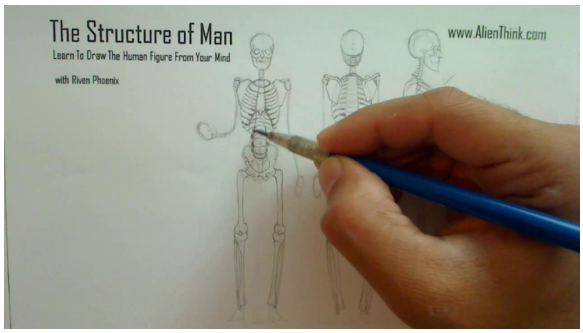
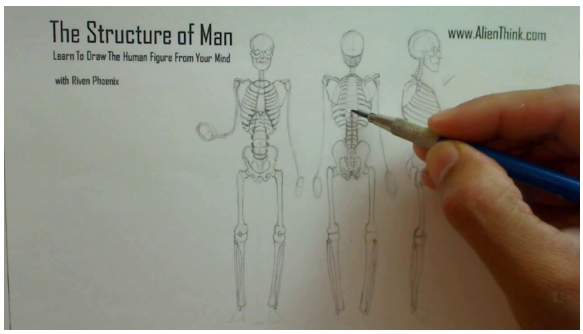
277		okay so since we want to complete this
278		we're going to put all these ideas here
279		okay make sure we get that this is where you're going to get these guys here
280		right so here's just a conceptual sketch of it obviously

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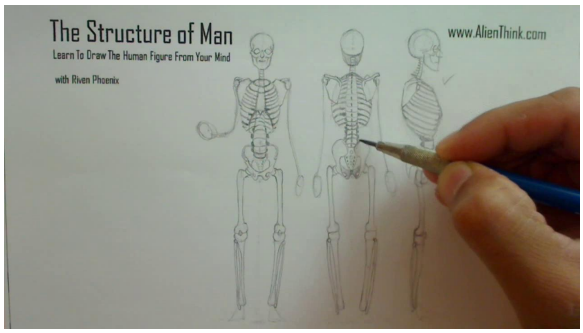
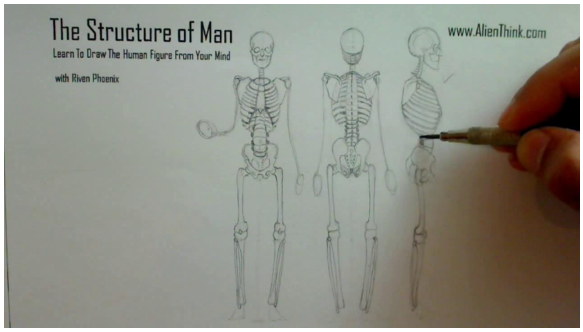
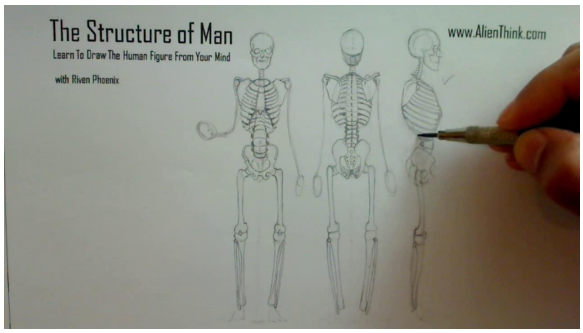
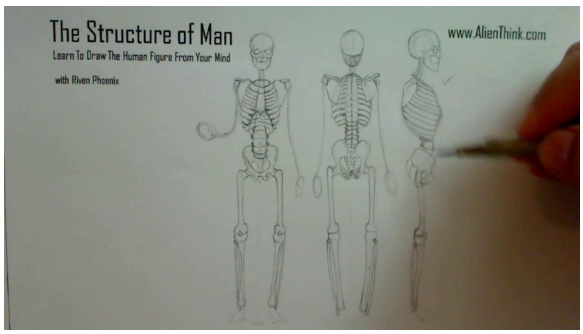
281		but this is good enough that you can see what's going on
282		so obviously if the spine was going in this direction you can add those spikes here
283		which we didn't add over here right we would have to divide this
284		okay so here you can see that it is obvious that the mind has come such a long way

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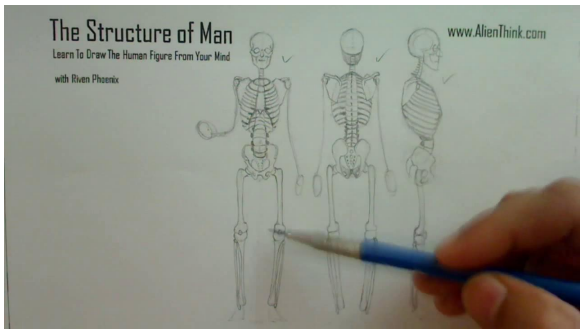
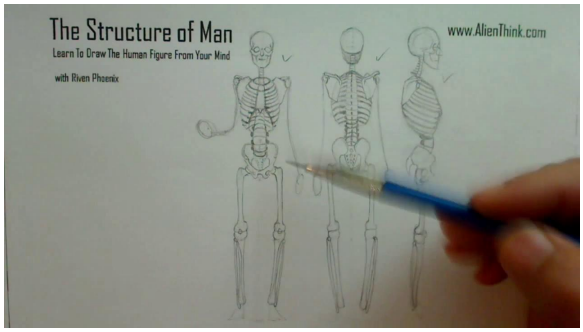
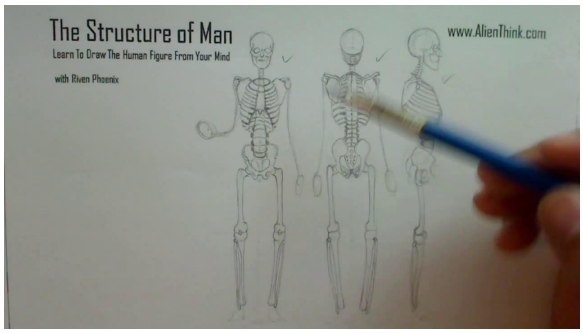
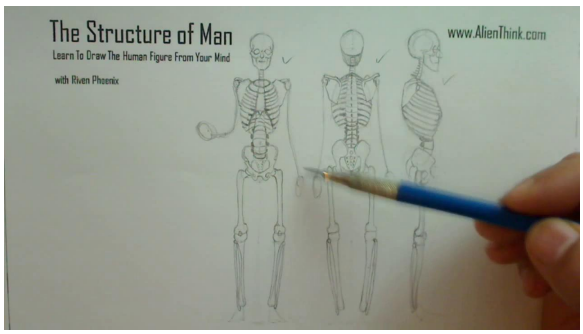
285		that it has conceptually understood and mastered the structure of skeleton
286		this far right so it's really only the feet left
287		the upper arm the forearm and then the hand
288		and then we will be done in being able to draw the whole skeleton structure

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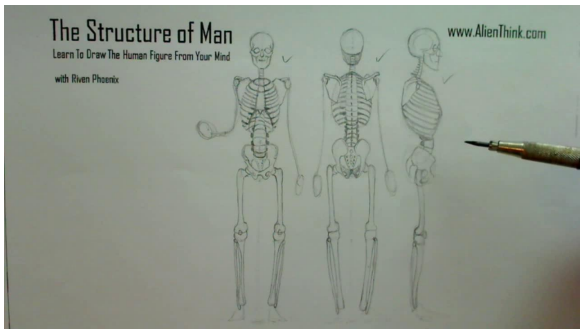
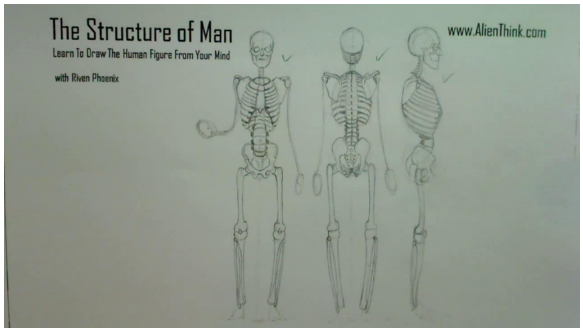
289		and we did this in about 44 minutes so I'll see you in the next lesson
290		thanks

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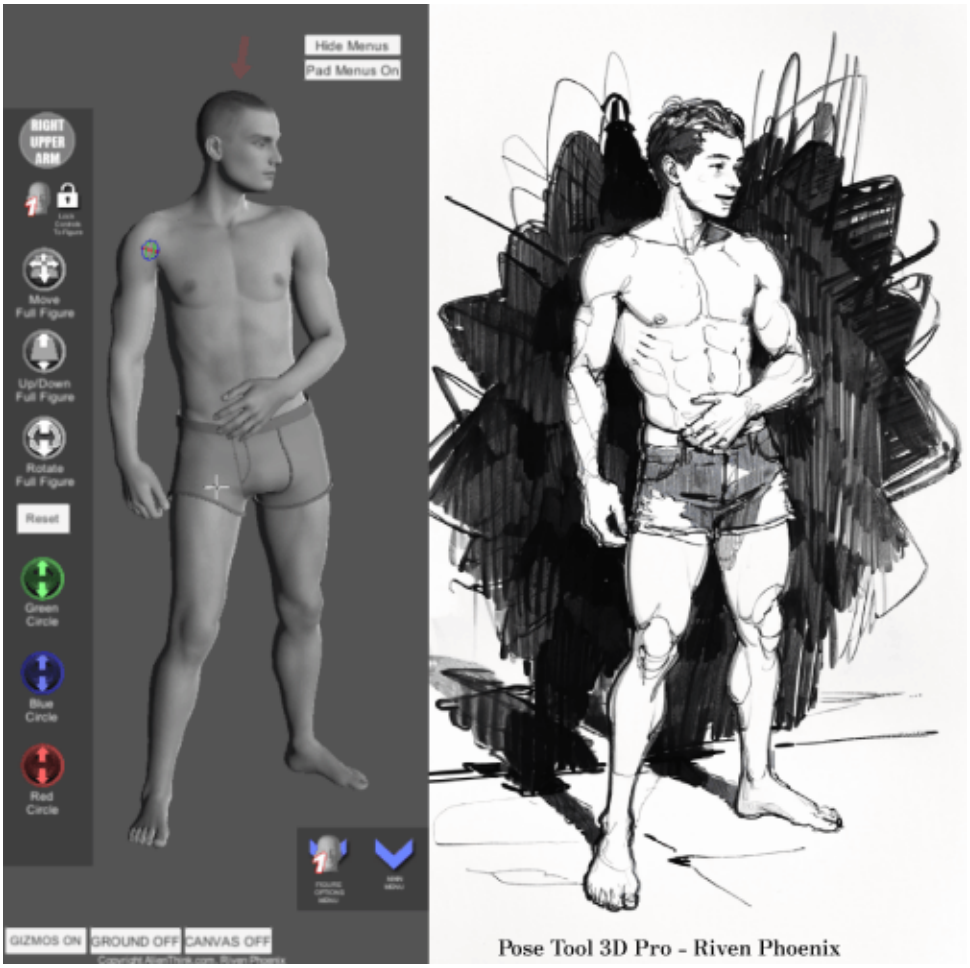

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